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OFFICIAL STRATEGY GUIDE

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ADVENT RISING

BASED ON A GAME RATED BY THE ESRB T TEEN

COVERS MICROSOFT® XBOX™ AND MICROSOFT® WINDOWS® 98/98SE/ME/2000/XP

MAJESCO ENTERTAINMENT

ADVENT
RISING

ADVENT RISING

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ADVENT RISING

At the dawn of interstellar reasoning, as the first intelligent races took to the stars and began to interact with each other, they discovered that for the most part they all shared a common myth—the legends of an ancient race that would one day "deliver" the universe. This race was known as the Humans.

As galactic diplomacy matured and the Universal Governing Council was formed these legends continued to gain strength. As new races were discovered and introduced into the universal community they brought with them their legends and beliefs of these fabled saviors. As time passed these legends coalesced into a pseudo-religious philosophy that became the diplomatic undercurrent of interstellar politics.

While most citizens of the universe saw these legends as nothing more than an important unifying myth, there were many who believed the stories to be true. These believers argued that there was no way such similar legends could permeate throughout the undiscovered galaxy with out at least some semblance of truth. Others acknowledged the possible existence of such a race, but saw no threat that they needed deliverance from—the galaxy was, for the most part, a peaceful place.

The Seekers and their masters alone held the key to the secret of the humans. Humanity did in fact exist, and the Seekers were doing all that they could to eradicate them. Under the guise of "benevolent explorers" they spread methodically throughout the galaxy destroying all human life they came in contact with.

Consequently, the Seekers did in fact discover many new races and helped introduce them into the galactic arena. This served the Seekers two fold. It allowed them to constantly spread their influence and strengthen their military and civic control of the galaxy, and it allowed them to retain and magnify their image of philanthropic nobility.

The Aurelian culture was rich with the tales of humanity and when they were discovered by the Seekers many of their legends rekindled long dormant ideals within the Universal Governing Council. So much so that even before the Aurelian's proper introduction into the council they enjoyed many of the privileges associated with universal sovereignty.

With the added insight, knowledge, and technology that interstellar society offered the Aurelian's it was not long before a group of several scholars discovered the Seekers duplicity. The governing Aurelian body quickly and quietly investigated this information. They found that the Seekers had been responsible for the destruction of thousands of human worlds and that they had killed billions upon billions of humans. Enraged, the government formed a small covert faction within the Aurelian military to gather as much information about Seeker operations as possible. It was because of this group that Edumea (ed-oo-may-uh), a small world inhabited by humans, was first discovered and a rescue organized.

With the introduction into the UGC close at hand, and the promise of power and wealth looming overhead, many governing officials began to doubt the plan to help the humans. They argued that if discovered they would be completely destroyed by the Seekers. It was their opinion that in order to save themselves and insure their place in the UGC, their policy on humanity should be to simply look the other way.

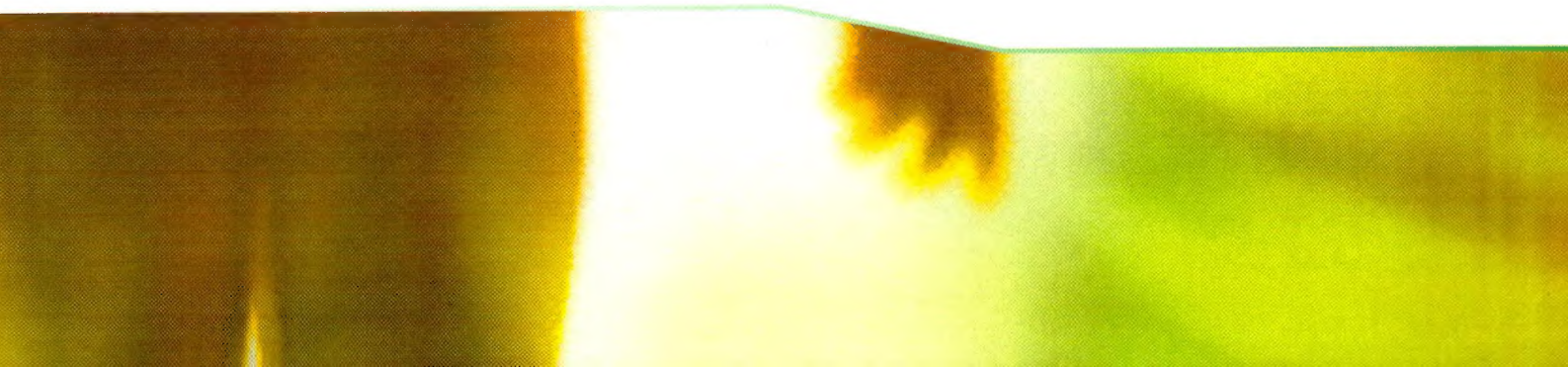
With this growing dissention among the government it was feared that the Seekers would discover the Aurelian's plans, and consequently discover the planet of Edumea. Knowing this the Aurelian head sent a small diplomatic force to Edumea. The humans were to be warned of their plight and aided in any way possible.

The system that Edumea resides in was once home to another human inhabited planet. 10,000 years before Edagior had been a thriving planet teeming with human life. It was discovered by a passing Seeker exploration fleet and destroyed. A few humans managed to survive by building a small city in one of the larger chunks of the destroyed planet. Over time they managed to migrate to the nearby planet of Edumea. As they terra formed the world life sprang anew and the menace of the Seekers was soon forgotten.

The Beltway Colonies and Edumean home world have enjoyed several years of peace following two decades of violent conflict and civil turmoil. As initial steps are being taken toward healing the scars that warfare has left on their battered civilization, the Aurelians arrive. A diplomatic entourage is quickly formed by the newly established coalition government to make this pivotal first contact with an alien race. Ethan Wyeth, the world-renowned fighter pilot and war hero who was pivotal in thwarting the beltway colonies' massive planet side attack in the last phase of the war, is the obvious choice to pilot this vital assembly to first contact. Using his fame and influence, he has his younger brother, Gideon, assigned as copilot for the mission. From earliest childhood, Ethan has often relied on his brother's level-headedness and clear thinking to support him in unpredictable situations, and this will be no exception.

The Ambassador and the majority of the diplomatic party have already rendezvoused on Luriam, an orbital space city. Luriam was initially constructed as a military installation during the war. This spaceport was used as a defensive counter measure against off world rebel colonies as well as a staging ground for planet side operations. After the wars Luriam grew as science teams began to inhabit the station. This gave way to a small and bustling economy as new technologies brought the hope of the possibility of interstellar travel.

Once the strategic seat of power for the home world military, Luriam has been largely converted into a thriving trade center, a gateway to the colonies and beyond.



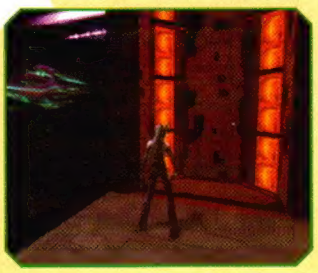
Basic Training

INTERACTIONS

Gideon must interact with various devices and objects throughout the game. These include simple objects like elevators and rarer objects like laser turrets.

Computer consoles are often used to activate bridges, or to complete important objectives. Look for panels that have a moving aura (flashing and glowing), which separates them from panels that are mere scenery. Approach the panel and press the button that appears on screen to interact with it.

Elevators are treated essentially the same. Always make sure that the elevator is on the same floor as Gideon before stepping into a shaft. Failing to do so could result in a very nasty fall, or even being crushed as the elevator comes down. Each elevator is unique. Some are activated from the center, but most have a control panel along the side. A prompt appears when Gideon is in the proper place.



Gun cases are often found embedded in the walls of human installations. Such cases are protected by a glass door which rises when activated. Some cases have malfunctioned and the door no longer opens. Break the glass with a punch to remove the weapons.

There are turrets in some levels that can be manned to shoot down Seeker Dropship and other targets. Stand near the seat and follow the on-screen prompt to board the turret. Gideon can exit the weapon at any time by pressing the same button again.

FIGHTING

Flick Targeting

Targeting is the most important part of combat. When nothing is targeted Gideon shoots straight ahead, or at the closest target directly in front of him (the game auto-aims slightly). Gideon turns to face the target once he's locked onto an enemy. He can then move around and dodge attacks freely while continuing to attack.

Flick-Targeting allows Gideon to swiftly target any enemy on the screen. Once you target and lock-on an enemy, the targeting bracket indicates the enemy's status.

GREEN indicates that the enemy is still strong.

ORANGE brackets show that an enemy is weakened, but dangerous.

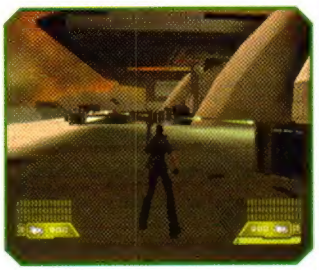
RED reticules appear on enemies that are injured and nearly defeated.

BLUE brackets only show around inanimate objects that are moveable.

Flick-Targeting has two advantages that you should recognize and master. The main advantage is the ability to lock-on to any enemy/object and use either your equipped weapon or power. Being able to target an enemy with a swift flick will save your life more often than not, so get used to it. Another ability is useful when facing multiple foes. Quickly flicking between enemies gives you the chance to focus on the weak enemies or ones that pose the biggest threat and take care of them with ease. Again, this is something that you'll need to become adept at if you plan on conquering the game!

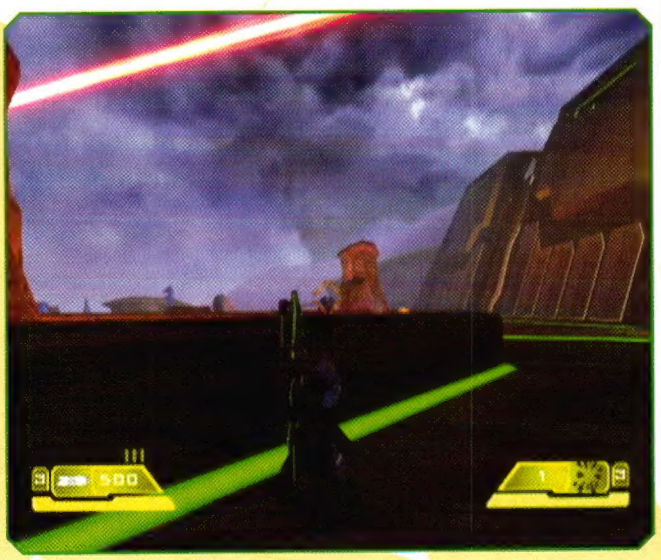
Extra Ammunition

Two weapons can be carried at the same time, but don't have to be equipped simultaneously. Once a weapon has been collected, it can be swapped for a power. The weapon remains in Gideon's inventory rather than being dropped. This is an important fact, since holding two of the same weapon allows Gideon to carry twice as much ammunition even if he's only using one of the guns. Always pick up two of the same weapon unless there's a reason to have two different guns.



Cover

The numbers are always in favor of the Seekers, so Gideon can't run blindly into a room. Use the environment to his advantage. Peek into rooms before entering and use doorways as cover when forced to fight. Look for low walls or rocks that offer protection when there are no walls around. Duck behind them and shoot over or around the obstacle.

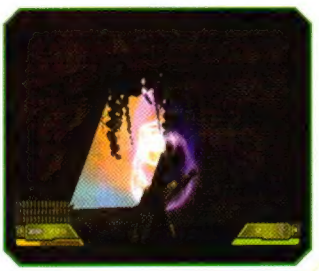


Cover is especially effective because of Gideon's ability to carry a weapon in each hand. He can remain behind an object and stick out an arm just far enough to get a shot off. Having two weapons allows him to lean in either direction, so nearly anything can be used as cover.

Crouching

Crouching greatly improves Gideon's aim, but it limits his mobility. Don't crouch and shoot in the middle of an enemy-filled room. Shots against one or two enemies should almost always be done in the crouched position unless the landscape gets in the way.

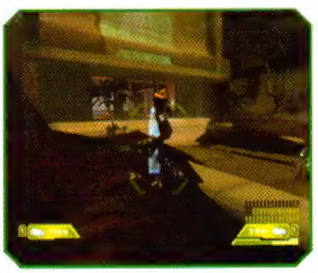
Enemies often take cover behind objects making them very difficult to hit. Crouching causes Gideon to focus high on the enemy's body, so his shots clear the obstacle and strike the enemy. Try crouching anytime a shot seems nearly impossible.



Melee Attacks

Fists often work better than bullets at close range and melee attacks are a great way to conserve ammunition. There are two situations where fists are essential.

Some enemies have shields that can block nearly any type of ranged attack. Jump attack a defending enemy to break through the shield and knock the opponent to the ground. Gideon can then finish the enemy off with shots at point blank range.



Enemies that have been knocked down are susceptible to jump attacks. Leap onto the foe and deliver a devastating ground punch. The damage caused is often enough to keep the opponent from getting back up.

Healing

There are two ways to restore lost health. Early on Gideon must rely on medical panels that are found throughout human buildings. Approach the panel and press and hold the button shown on screen and his health is slowly recovered.

Gideon no longer requires aid once his hidden powers have been unleashed. Avoid taking damage for a few seconds and his health begin to slowly rebuild on its own. It's best to find a safe place and stay under cover when he's taken critical damage and needs extra time to recover. Lesser wounds disappear on their own between battles.

WEAPONS

There are two weapon types in *Advent Rising*: Human and Seeker. Gideon must use both throughout the course of the game. There's no real advantage to using one type over the other except the fact that Gideon tends to gain human weapon experience much faster.

Every weapon has five levels of mastery, which are unlocked as Gideon uses the weapon and gains experience. At level 3 the weapon's alternate fire mode is unlocked. Alternate fire can be anything from grenades to auto-fire.

Weapon experience is gained as the weapon is fired—no target necessary. Pick up weapons even if they aren't needed and empty the clips to ensure that Gideon's weapon skills are constantly improving.

Most weapons are collected from fallen marines and Seekers. Every weapon has a maximum ammunition capacity that can't be exceeded. Replenish ammo by walking over or against the same type of weapon.

EASY COME, EASY GO

Weapons that are dropped by enemies or Gideon disappear after a short time. Pick them up quickly or lose them forever.

POWERS

Gideon begins the story as a gifted pilot with average combat skills. Throughout the story he gains special powers that allow him to manipulate energy and the world around him. By using these powers Gideon is slowly able to master them and increase their effectiveness.

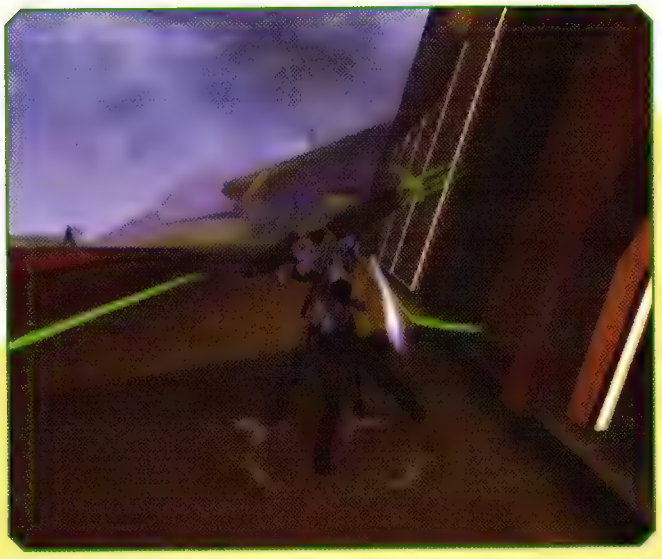
Each time Gideon uses a power he gains a bit of experience with it. Should he continue to use the power often he eventually gains enough experience that the power advances a level. Most powers have an alternate mode that's unlocked at level 3. It's important to keep using powers and gaining experience to unlock these modes.

Most powers can be exercised by using them anywhere at any time. For instance, Gideon can stand in one spot and jump up and down, or shoot Aeon Pulses into a wall to advance his powers. Lift and Melee both require an actual target, but the other powers can be advanced anywhere.

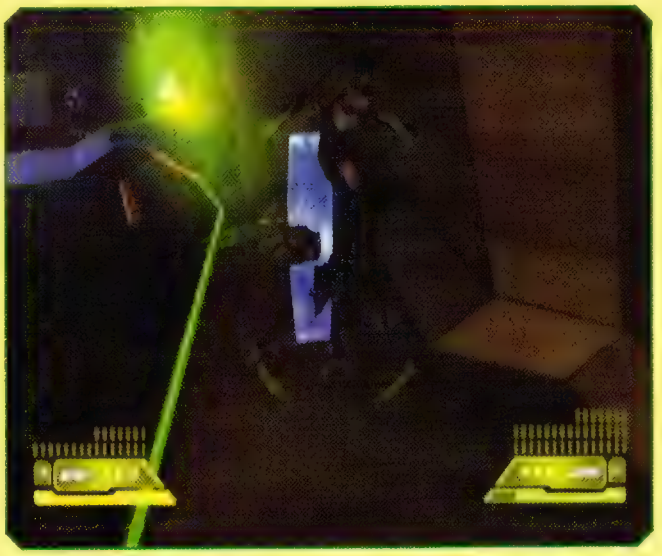
The powers that follow are unlocked at different points throughout the story; usually when Gideon needs them most. There's no trick to unlocking them, or requirements to fulfill other than advancing through game.

MELEE

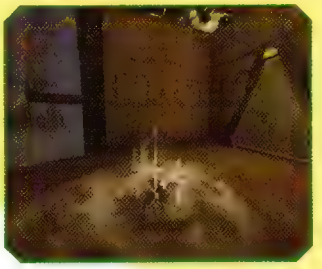
Ammunition runs out, but Gideon always has the luxury of his fists. Melee attacks are a great way to deal with enemies in one-on-one situations. Punches don't cause much damage at first, but with practice melee attacks become extremely powerful and can fell even the toughest Seekers.



Pressing the attack button repeatedly causes Gideon to perform a combo. These become much stronger as your master level for fighting increases. Initially, Gideon begins with novice brawling skills, but this eventually transforms into a truly devastating and fierce combat skill with fatal blows.



The Seismic Pound is unlocked at level 5. Prepare the attack by performing a Charge Jump. Punch while in the air and Gideon smashes into ground creating damaging shockwaves. The attack is very slow, so it's best to perform it with the aid of a Negate shield.



Level 1	Base Melee + Punching
Level 2	Power Up + Kicking
Level 3	Power Up + Punch Fatality
Level 4	Power Up + Kick Fatality
Level 5	Seismic Pound + Stealth Fatality

Jump

The Jump power is much more than hopping around and leaping over obstacles. As the power advances, Gideon gains many different dodge moves which make him more elusive in combat. He also gains the Charge Jump that allows him to reach higher heights than before.

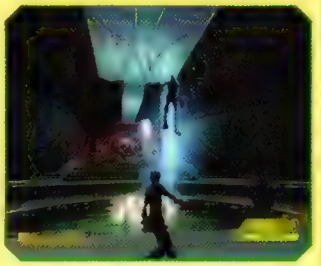
Advance this power by jumping around while traveling from place to place. The experience gains are a little slow, so it takes plenty of practice to master.

Advance the jumping power quickly to unlock the various dodge moves. Early on Gideon can perform small hops that are great for dodging grenades and leap attacks, but Slowmo Dodging avoids the attack and slows the enemy's movements making it very easy to counterattack. The effect is most useful when facing a Seeker Elite, since Gideon must dodge its attacks and counter when its defenses are down. The slower speed makes it easy to spot the moment of weakness.

Level 1	Base Jumping
Level 2	Unlocks Slowmo Dodging + Charge Jump
Level 3	Unlocks Cartwheel Dodging
Level 4	Unlocks Ledge Dodging
Level 5	Unlocks Flip Dodging

Lift

This power wraps loose objects with energized particles drawn from the surrounding environment and then allows for manipulation. Alternately, the particles can be woven through the loose objects within a limited radius, suspending them until the power wanes.

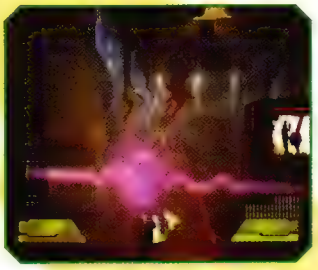


Lift grabs an enemy or object and levitates it off of the ground. Once the target is airborne, it can be carried in any direction or hurled violently through the air. It's mainly used to grab opponents and toss them into dangerous areas like lava or pits. Enemies are immobilized while being lifted and cannot attack, so it's also valuable when Gideon needs a chance to catch his breath and restore lost health.

The Multi-Lift is enabled at level 3. With it Gideon can levitate multiple enemies and hurl them in any direction; however, the enemies cannot be carried around. This one limitation sometimes makes it harder to use the power. Overcome these challenges by lifting and tossing the opponents multiple times to move them to the desired area.

Level 1	Base Power
Level 2	Less Energy Drain
Level 3	Unlocks Multi-Lift Mode
Level 4	Multi-Lift Increase
Level 5	Maximum Damage + Lift

Surge



Surge uses a form of telekinesis to tighten surrounding threads of torpid gravitational energy and snap them loose in a desired direction. The resulting waves of force can knock even the most stable enemies to the ground. With further training, the same energy can be focused onto enemy weapons.

Surge unleashes a powerful energy blast that knocks opponents back and causes an amount of damage based on the energy consumed. Though the power can be triggered quickly, it's most effective when charged with a full energy bar. Use the power to level opponents, get Gideon out of a tight spot, or to toss careless opponents into a dangerous area.

Safe Surging

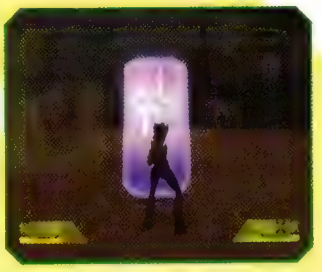
Surge and Negate work great together. Hide behind a shield wall and blast enemies with Surge as they draw near.

At level 3 the alternate power, Weapon Steal, is unlocked. With it Gideon can rip a weapon out of his opponent's hands. The gun flies through the air and into Gideon's hands replacing whatever is equipped in the opposite hand. The current weapon is reloaded if it matches the stolen weapon. The power only works on weapons that Gideon can use, so it's ineffective against Seeker Elites and can't be used to remove enemy shields.

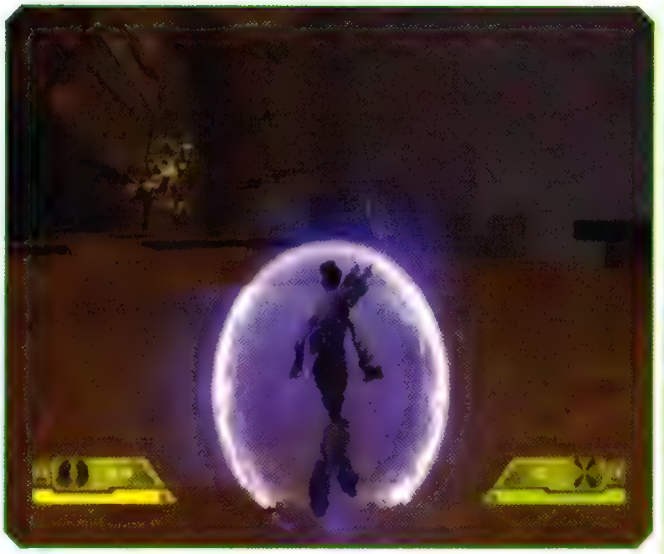
Level 1	Base Power
Level 2	Increases Damage + Radius
Level 3	Unlocks Weapon Steal
Level 4	Increases Damage + Radius
Level 5	Maximum Damage + Radius

Negate

Gideon can psionically generate a series of standing waveforms that can be held in front of him as a moving shield or placed as cover. While held, the waveform unravels violently upon touching any foreign biological tissue. The waveform can be bent back upon itself to form an aural sphere.



Negate is a lifesaver. It blocks all types of ranged attacks and provides temporary shelter when Gideon's health is low. The basic shield can be carried or set on the ground. Gideon can shoot around the shield while carrying it, but shields on the ground block attacks from enemies and Gideon. Negate not only stops attacks, it causes bullets and lasers to ricochet. The ricochet can go just about anywhere and often damages the attacker and his companions.

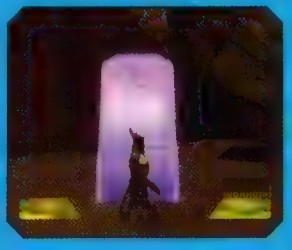


Fast Returns

The Negate power is one of the easiest to advance. Stay in one area and create shields over and over. It doesn't take long to reach level 3 or even level 5 for the most patient of players.

Level 1	Places 1 Shield
Level 2	Places 2 Shields
Level 3	Places 3 Shields + Unlocks Sphere
Level 4	Less Energy Drain
Level 5	Places 4 Shields + Sustained Sphere

Full Protection

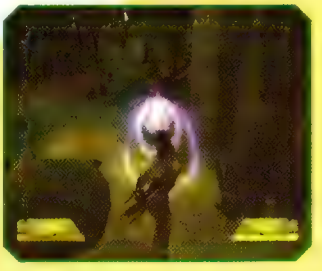


Negate shields have one flaw. There's a large gap between the bottom of the shield and the ground, which is just big enough to make Gideon's feet vulnerable to enemy fire. Fully protect Gideon by crouching. The shield intersects the ground and is still tall enough to protect his head. This is essential when creating a stationary barricade.

The level 3 aural sphere is unlocked with practice. Gideon is wrapped in a protective bubble when this power is triggered. It protects him from any type of attack at any angle, but also reduces his movement speed. The creation of the sphere also causes a minor explosion, which knocks enemies back and inflicts some damage. The sphere doesn't block Gideon's attacks and allows him to use ranged weapons or engage in melee combat. It's the ultimate defense in any situation.

Aeon Pulse

Gideon sends timed waves throughout his nerve cells, resonating on a frequency that augments his own electromagnetic field, and then unleashes the energy along his arms in crackling bolts. He can also allow the build-up to reach a critical point and then force the explosion out in a fatal radius.



The Aeon Pulse is a ranged attack that's very useful when Gideon is without a weapon, or is trying to conserve a type of ammunition. It begins as a very weak energy blast, but develops into a much more effective attack over time. Charge the attack before releasing it and it explodes on contact. The blast is powerful enough to knock the enemy and anyone standing nearby onto their backs.

Wait for It

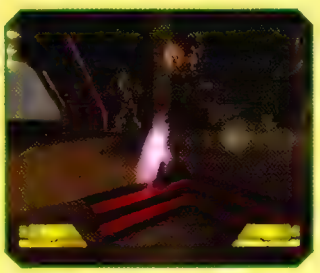
The Radial Flare doesn't fire until the attack button is released. Hold it down and Gideon hangs in the air. This delay makes the attack easier to use, since it can be triggered before the targets are in position.

The Radial Flare unlocks at level 3. It's a blast of energy that flattens the enemies surrounding Gideon. The damage caused by the attack is minimal at first, but at level 5 it can clear an entire room. Practice with it often to ensure that it reaches its maximum level as soon as possible.

Level 1	Base Power
Level 2	Increases Damage
Level 3	Unlocks Radial Flare Mode
Level 4	Increases Flare Damage + Radius
Level 5	Maximum Damage + Radius

Timeshift

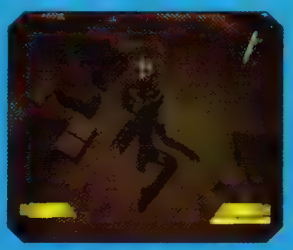
By opening a focused channel through the folds of space-time and encasing himself in an inverted gravity shell, Gideon can literally slice through the quantum fabric at sub-sonic speeds. Inversely, he can bleed the gravity shell into the surrounding fabric, and cause a localized inertial time-damp.



Timeshift isn't a devastating attack, but it's allows Gideon to close the gap on an enemy in the blink of an eye. It's also the perfect opening move for engaging in melee combat. The rapid movement can even be used to interrupt an enemy that's preparing a charged attack. But Timeshift can be a little dangerous too. Don't rush blindly around corners, or Gideon may be overwhelmed. Be careful when using the power near ledges. The impact can knock enemies into dangerous areas, but might send Gideon over the edge too.

Timeshift can also be used like a finishing move at the end of melee combos. The final kick knocks the enemy into the air and away from Gideon. Hit Timeshift as the enemy flies off and Gideon gets in one final airborne blow that's often enough to finish the opponent off. Be very cautious of the surroundings when using this tactic or Gideon may fall off of a ledge or into a deadly area.

Airborne Antics



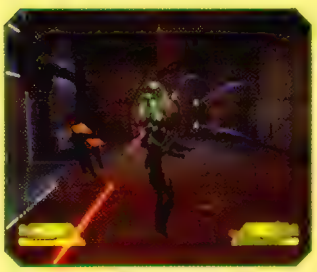
One of Timeshift's best features is that it can be used while airborne, or on airborne enemies. Leap from high ledges and target an enemy below. Engage Timeshift before Gideon hits the ground and he won't take damage from the fall. Also use it to intercept a jumping enemy in mid air.

Time-Damp is unlocked at level 3, which allows Gideon to move at extraordinary speeds and makes the rest of the world seem to move in slow motion. It's a great way to cross a crowded area, or just to dodge bullets. Gideon can continue to fight normally while using the Time-Damp. They'll never know what hit them.

Level 1	Base Power
Level 2	Less Energy Drain
Level 3	Unlocks Time-Damp Mode
Level 4	Less Energy Drain
Level 5	Sustained Time-Damp

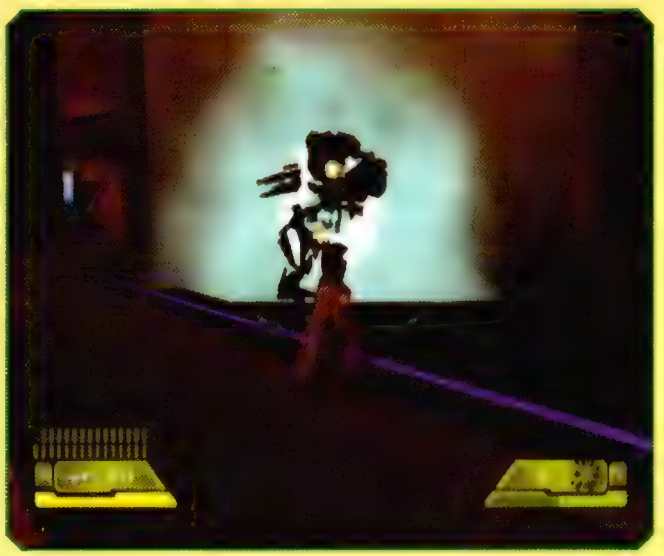
Shatter

All quantum activity is absorbed within a narrow sliver of space, creating shards of plasmoid ice at absolute zero. Their energy-funnel channels are then tied to enemy bio-signatures. Also, he absorbs the quantum energy surrounding specific bio-signatures freezing the enemy into a fragile molecularly-fixed statue.

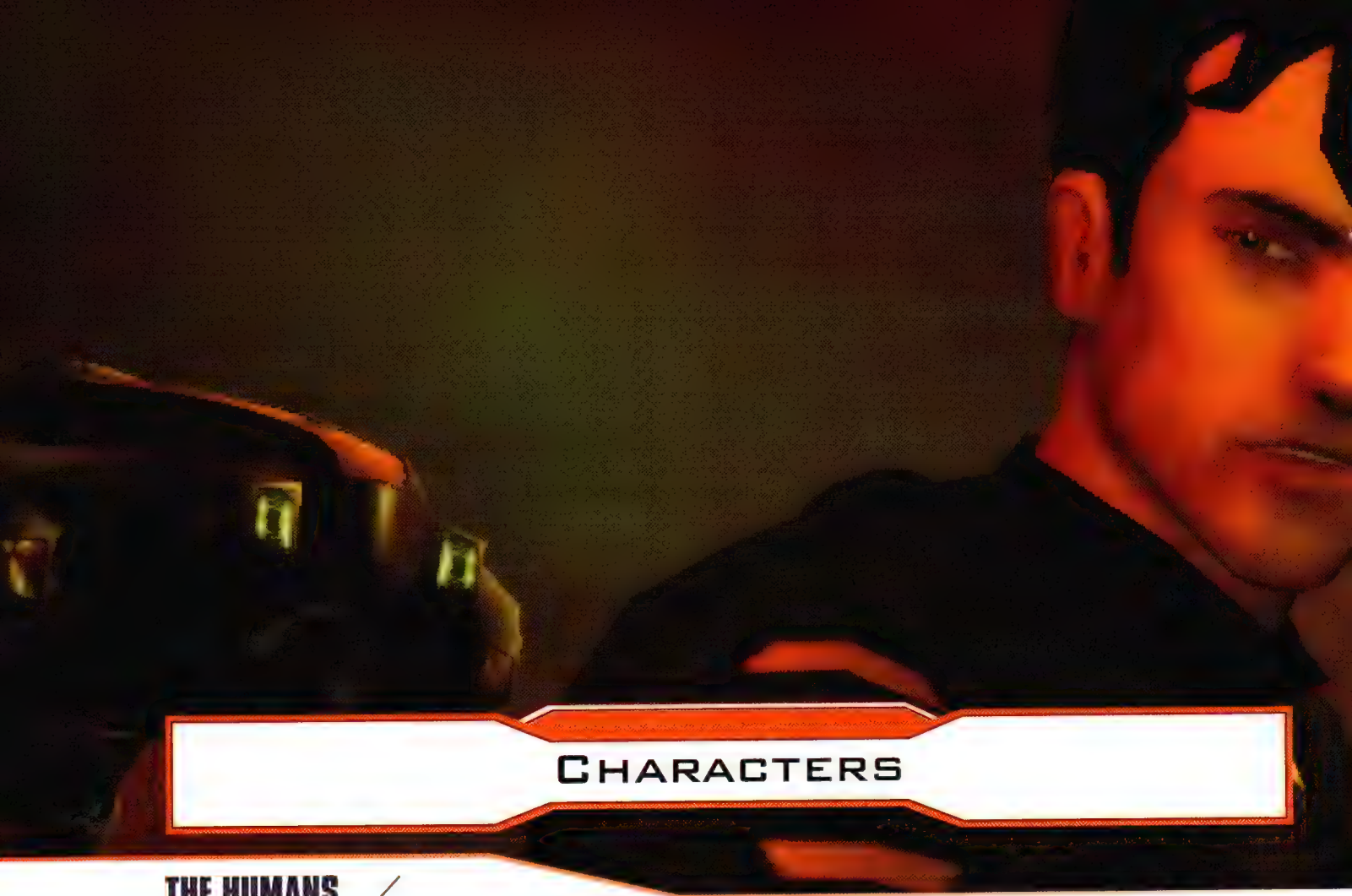


Shatter fires ice crystals from Gideon's hands, which adhere to enemies and explode moments later. The crystals aren't very powerful, but the small explosions keep opponents off of their feet and can even juggle the enemy. The explosions also penetrate Seeker shields forcing the enemy into the open.

Shatter's true power is revealed at level 3 when Freeze is unlocked. The Freeze power freezes the target for a few seconds. The enemy can't move or attack while frozen and is completely helpless. Frozen targets are also charged with energy. Strike them before they can defrost and they explode like giant grenades; killing the target and damaging enemies caught in the blast.



Level 1	Base Power
Level 2	Increased Damage
Level 3	Unlocks Freeze Mode
Level 4	Increases All Damage + Freeze Radius
Level 5	Maximum Damage + Radius



CHARACTERS

THE HUMANS

In the annals of digital history long since corrupted and lost was the story of how life came to be on the planet of Edumea. Once it was a desolate planet seen only as a glimmering light, a dream of what might be. Migration became the last hope for the survival of humanity. Every resource had been consumed and every technology exploited for the sole purpose of reaching this near by star.

It had been 50 years since the destruction of their home world Edagior. All that remained among the floating chunks of planet was the little outpost providing sanctuary for the pathetic few who managed to escape. Though few in number this breed of human proved resilient. Scrapping together what technology remained the orphaned humans constructed a ship, which miraculously conducted them to the planet of Edumea where life began anew.

10,000 years have passed and humanity has all but forgotten their humble second beginnings. Two decades of civil war has just concluded and mankind again has turned its attention to progress and development. However, in the infancy of their newly found peace, the ancient menace is returning, aware of humanity's existence.

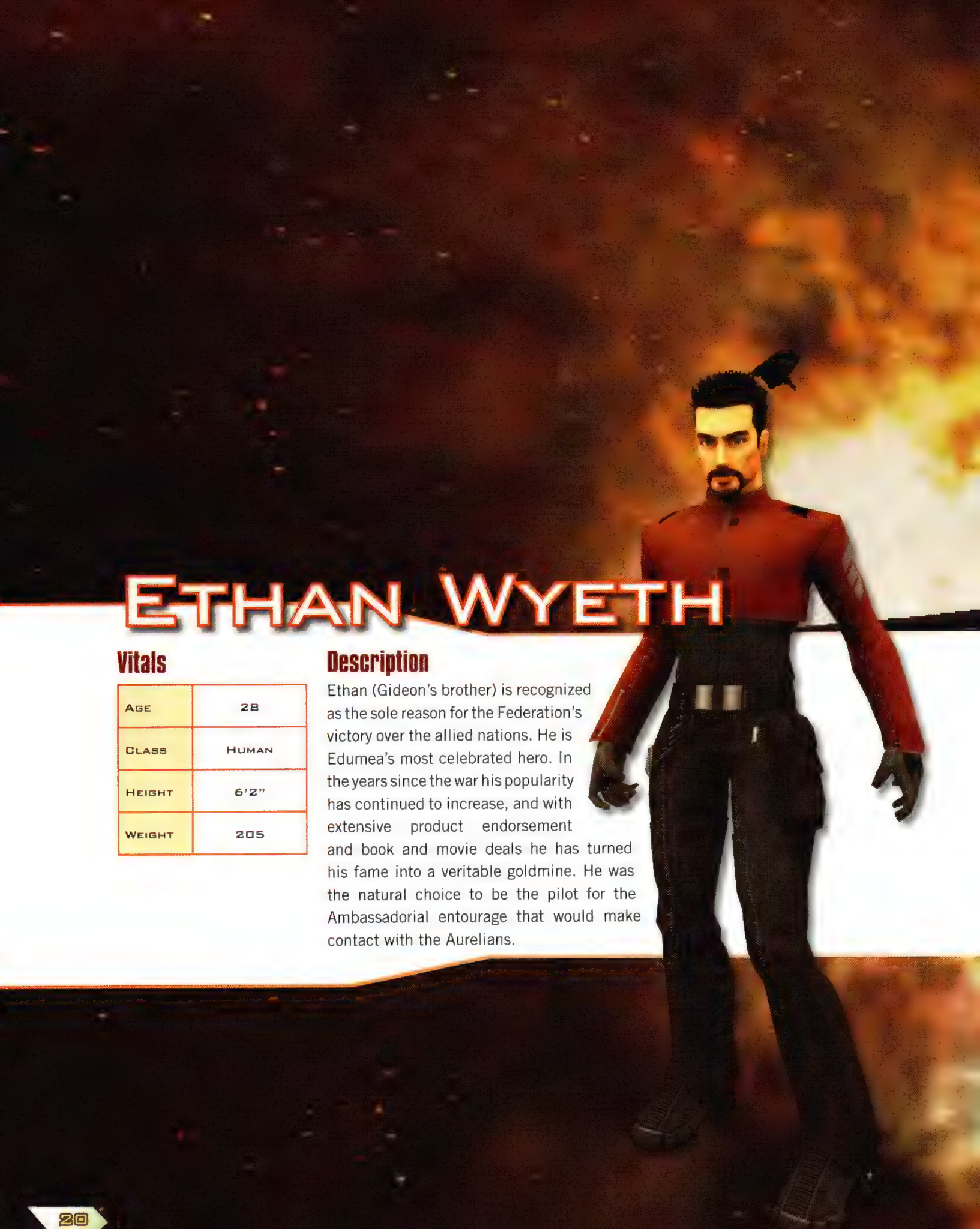
Gideon Wyeth

Vitals

Age	25
Class	Human
Height	6'0"
Weight	172

Description

Coming from a long line of fighting men, Gideon was pressured to attend the Military Academy. There he proved himself second to none in flight combat. His graduation was accelerated and he was able to fight in the last year of the war. His strategic brilliance helped him to rise quickly in rank, and he found himself high up in intelligence circles when the war ended. Under governmental pay he now assists the reestablishment of antebellum prosperity to war torn areas of the world.



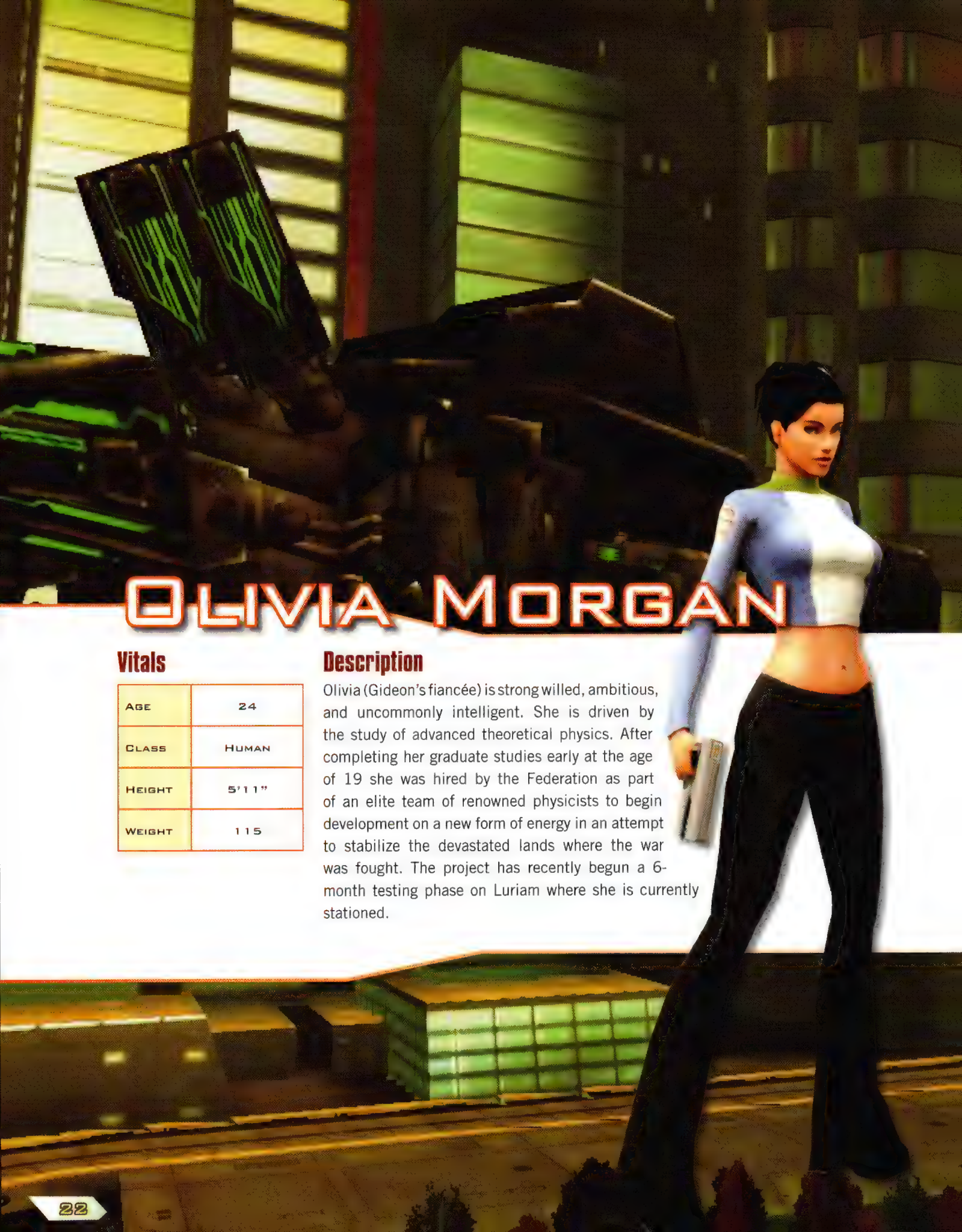
Ethan Wyeth

Vitals

Age	28
Class	Human
Height	6'2"
Weight	205

Description

Ethan (Gideon's brother) is recognized as the sole reason for the Federation's victory over the allied nations. He is Edumea's most celebrated hero. In the years since the war his popularity has continued to increase, and with extensive product endorsement and book and movie deals he has turned his fame into a veritable goldmine. He was the natural choice to be the pilot for the Ambassadorial entourage that would make contact with the Aurelians.



Olivia Morgan

Vitals

Age	24
Class	Human
Height	5'11"
Weight	115

Description

Olivia (Gideon's fiancée) is strong willed, ambitious, and uncommonly intelligent. She is driven by the study of advanced theoretical physics. After completing her graduate studies early at the age of 19 she was hired by the Federation as part of an elite team of renowned physicists to begin development on a new form of energy in an attempt to stabilize the devastated lands where the war was fought. The project has recently begun a 6-month testing phase on Luriam where she is currently stationed.

Marin Steel

Vitals

Age	26
Class	Human
Height	5'9"
Weight	117

Description

Marin is a smart, independent woman who has an insatiable thirst for adventure. An elusive and infamous smuggler during the Independence wars, she was hired as the executive pilot for Covenant Industries, the leading contractor for the Federation military. This gives her the opportunity to fly, test, and use cutting edge military technology.

THE AURELIANS

Evolved from the sea, the Aurelians function very much like other social, aquatic based life forms. Rarely do individuals travel/swim alone. Public transit consists of joining a school of Aurelians as they swim to their destinations, transitioning from school to school as traffic and individual needs dictate.

The Aurelian family unit is very close knit. A family consists of three, a father and mother with usually one child. Aurelians usually procreate only once in their lifetime. The rarity of this occasion engenders the extreme loyalty to the newborn child, the safety and success of whom becomes the family's primary focus.

The government of Aurelia is structured in a tiered fashion, with the popularly elected senate choosing the presidential triumvirate to preside and officiate. These three council and vote on every issue, the outcome of which is always a majority of at least two. (Aurelians have many things structured by threes)

Religiously founded on the Human Myth, the Aurelians believe in the transcendence of their race via these ancient teachers/protectors. Most of their religious doctrine teaches transcendence through strength of body and mind. However, in recent years tradition has been giving way to anticipation of galactic advancement.

Discovered by Seekers nearly 1000 years previously, Aurelia has almost finished its introductory phase of galactic recognition. Notwithstanding, Aurelia has observed the sinister duality of the Seekers. Aurelians for the most part are an honorable people. For some, however, the overwhelming desire for galactic recognition has caused them to all but abandon honesty and integrity.

With power and racial prestige hanging in the balance, the human discovery poses a great internal dilemma. Should they deny their core beliefs as humans are hunted and destroyed?

Enorym

Vitals

Age	79
Class	Aurelian
Height	8'4"
Weight	362

Description

Enorym commands the elite Fellidic Warriors, and is beloved of his troops and known throughout the Aurelian Military not only for his bravery and strength but also for his wisdom and integrity. Under the wings of Kelehm this popular hero is fast becoming a force to be reckoned with in political circles as well. Enorym's loyalty to Kelehm is only rivaled by his devotion to Aurelia.

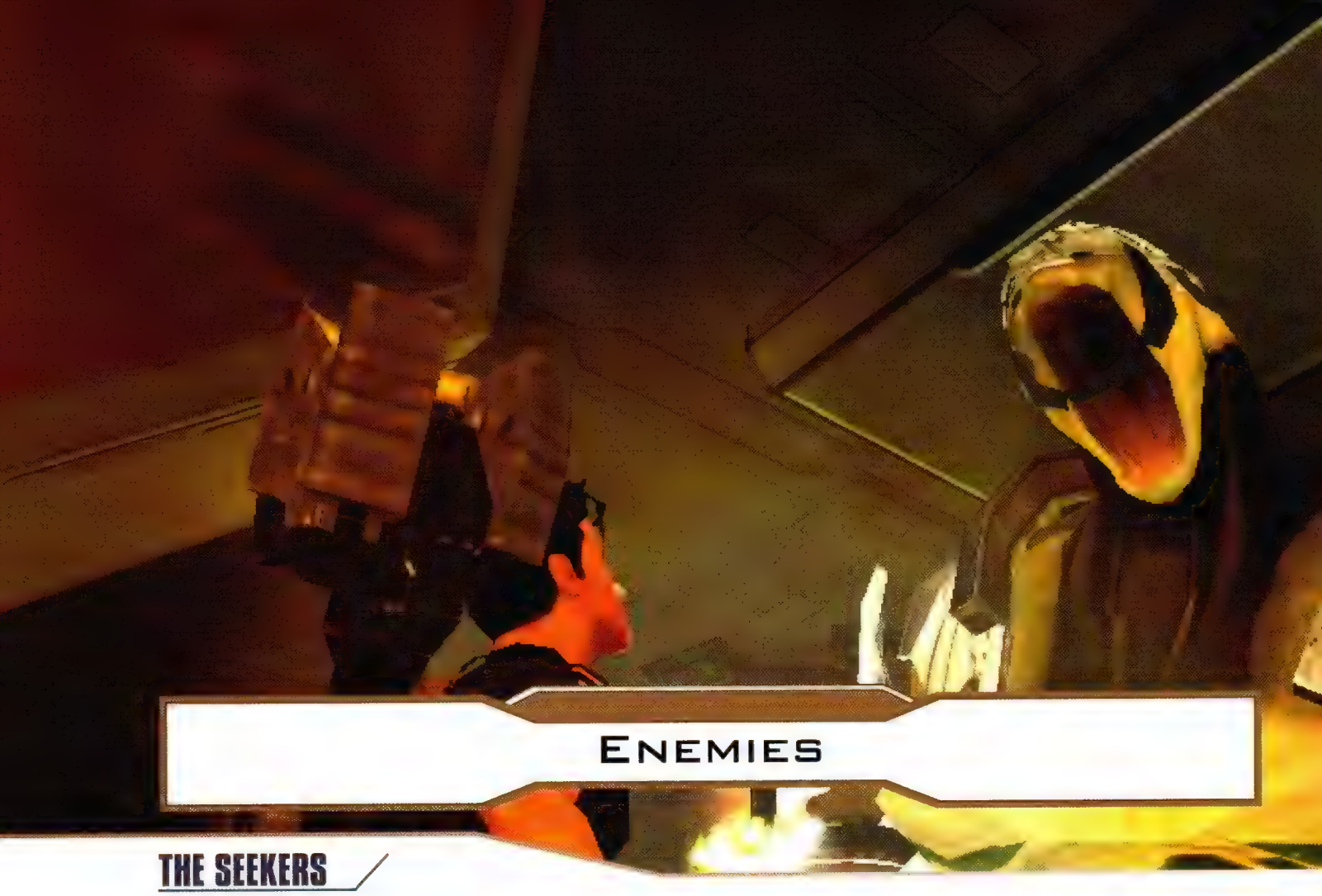
KELEHM

Vitals

AGE	247
CLASS	AURELIAN
HEIGHT	7'10"
WEIGHT	357

Description

Kelehm is a ninth tier Aurelian Garghon, with enough experience and backing to become the High Senator when Aurelia is admitted into the Galactic Senate. Kelehm is the epitome of nobility, full of wisdom, strength, and pride. He has spent much of his life studying the mythology of humans, and has secretly trained himself in human telekinetic arts.



ENEMIES

THE SEEKERS

The Seeker culture, as it exists today, is an evolved form of a communal philosophy that rose from the ashes of a nearly destroyed civilization.

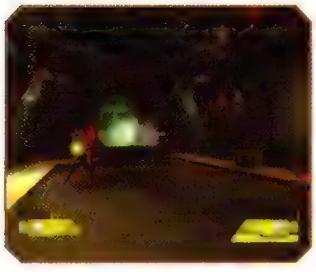
After centuries of war and destruction Seekers refusing to perpetuate post war anarchy gravitated together in small communities for safety. The success of the community became equated with a higher quality of life. Thus enlightened individuals sought Communal gain over personal advancement. All members of the community had their place and were no better or worse than any other member. They soon found that operating under this premise all individuals benefited equally.

However this prosperity did not go unnoticed. Jealous survivors allied with power hungry community members plotted to undermine the society for personal gain.

In order to secure their liberties and way of life an aggressive defensive campaign against this onslaught was adopted. Extreme measures were taken in order to root out all individuals that did not believe in the "community." Anyone thought to be anti-community were hunted out and destroyed. Over the centuries this veritable witch-hunt engendered apathy to genocide and finally infanticide. Desensitized to the plight of others the Seekers became obsessed with maintaining a perfect society. Many felt that their society had indeed reached a level of Divinity. Flattered by success and prosperity, a God-like perception pervaded the attitude of the Seekers. Manifesting itself through imperial conquest this God-complex derived affirmation with every race encountered and every species conquered. Indeed these races were impressed if not obliterated by the Seeker's strength and technological supremacy.

SEEKER INFANTRY

These are the most common enemies throughout most of the game. They're lightly armored and typically equipped with an Acolyte, Discord, or Talon, but there are some late in the game that carry Fury launchers instead.



The infantry are incredibly mobile and tend to run around during battles, which can make them difficult to target. Crouch when firing on them to improve accuracy and avoid wasting ammunition. Resist firing on them until they've come to a complete stop when possible.

Melee attacks are especially effective against these Seekers. With fully developed Melee skills it's possible to eliminate them with a single combo.

Seeker Wolves

These creatures often accompany Seeker Infantry. They're extremely fast and agile, but lack any sort of weaponry and have very little armor.

Avoid firing on this type of enemy unless it's running straight at Gideon. They're fast enough to evade most weapon fire while running to the side. Fortunately they're awfully fragile creatures and can be slain with a couple of well placed shots. Dodge the creature's lunge and counterattack before it can collect itself for a second run.

SEEKER SCANNERS

Seeker Scanners are very tough foes, but not much for combat. Their sole purpose is to scan their enemies for Koroem compatibility, so they must get within melee range to grab victims. They don't use ranged weapons, but can cause significant damage with their melee attacks.

These goons are well armored and very imposing when standing in the middle of a room. Stay back and unleash a constant stream of weapon fire to bring them down. Luckily Gideon typically has assistance with these enemies, since they're only present early in the game on the human homeworld.

Seeker Heavy Shock Troops

Shock Troops are well trained Seekers in high tech battle armor. Their thick metal hides are exceptionally difficult to penetrate and protect them from head to toe except for portions of the face. Most Shock Troops are equipped with high power lasers, but some sport even more devastating rockets.

These are some of the most challenging enemies Gideon faces through his adventure. The easiest way to defeat them is with the big guns: Talmage or Fury. Never go toe-to-toe with a Shock Troop without the aid of a Negate shield even when carrying a rocket launcher. Otherwise it's best to duck in and out of cover while firing.

A Shock Trooper's face is its only weak point. Gideon can attempt a headshot with a Stalker, but only at extreme distances or when firing from heavy cover. Crouching and shooting the Stalker without zooming can sometimes lead to a lucky headshot.

SEEKER COMMANDERS

Seeker Commanders are very common in the later parts of the story. They have a decent amount of armor and can withstand some punishment, but their main defense is a shield worn on the left arm. Under heavy fire they quickly duck behind the shield which deflects bullets and lasers.

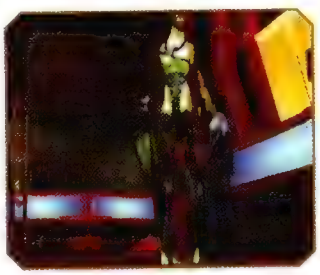
Overcoming Commanders' shields can be a real challenge when engaged with more than one. The enemy normally goes into hiding after being hit by a few bullets and remains under cover until the barrage ceases. There are multiple ways to get around the shield. The easiest is a grenade. The shield doesn't stop explosive damage from grenades or the Shatter power. A blocking enemy is also easily defeated with melee attacks, but the jump attack is the most devastating option. But to really make a blocking enemy pay there's no better weapon than a Talmage or Fury. The enemy can't dodge the rocket and the shield offers zero protection.

Beware of Commanders after they drop their shields on their own. They typically do one of two things. Those equipped with a Kaull charge and fire one shot that can obliterate Gideon. Put up a shield, take cover, dodge, or strike the enemy with a jump attack while he's charging the shot. Other Commanders toss grenades. Grab the grenade with Lift and toss it back, or just get out of the way.

Seeker Elites

Seeker Elites are by far the most menacing opponent. They hang back in battle and assess the situation before attacking. They rely entirely on powerful melee attacks and wield a long staff rather than guns. The staff acts as a shield and can deflect any type of attack, even Gideon's most devastating powers.

Counterattacks are the best tool for defeating Elites. Dodge the enemy's lunge and counterattack just after the Elite swings its weapon. It's momentarily defenseless, so the attack can get through. Freeze is the best power to use, since it only requires one hit, but Surge works very well in the early levels.



SEEKER TITANS

These guys are built like tanks. They can withstand heavy damage and pack a powerful punch. They're particularly dangerous in groups, since it's hard to eliminate them quickly.

Gideon can unload entire clips into one of these enemies with very little effect. They're best handled with Freeze and heavy guns like the Fury. Once Gideon's melee skill has advanced significantly they can also be felled with melee attacks, but at great risk. It's best to keep away and bombard them, or use Lift to toss them into dangerous areas.

Weapons & Vehicles

HUMAN WEAPONS

Human weapons can be found in human installations and are dropped by marines lost in combat. Gideon gains experience with these weapons rapidly, making them valuable in the initial levels, but they're only available in the first half of the game. Use them in combination with alien weaponry to ensure that Gideon isn't handicapped later.

H.A.Z.E. Blaster

This prototype fusion weapon fires a plasma-coated kernel of radioactive matter that can fuse explosively upon contact or be wrapped in an entropic field for a delayed explosion.

Its high stopping power and decent rate of fire make it the pistol of choice. The grenade alternate fire mode is a nice touch. It comes in very handy when faced with Seeker Commanders or Scanners. The only drawback is the small clip size and maximum ammo capacity. The H.A.Z.E. runs out of ammunition quickly and is one of the rarer human weapons, so finding reloads is often

Experience Levels

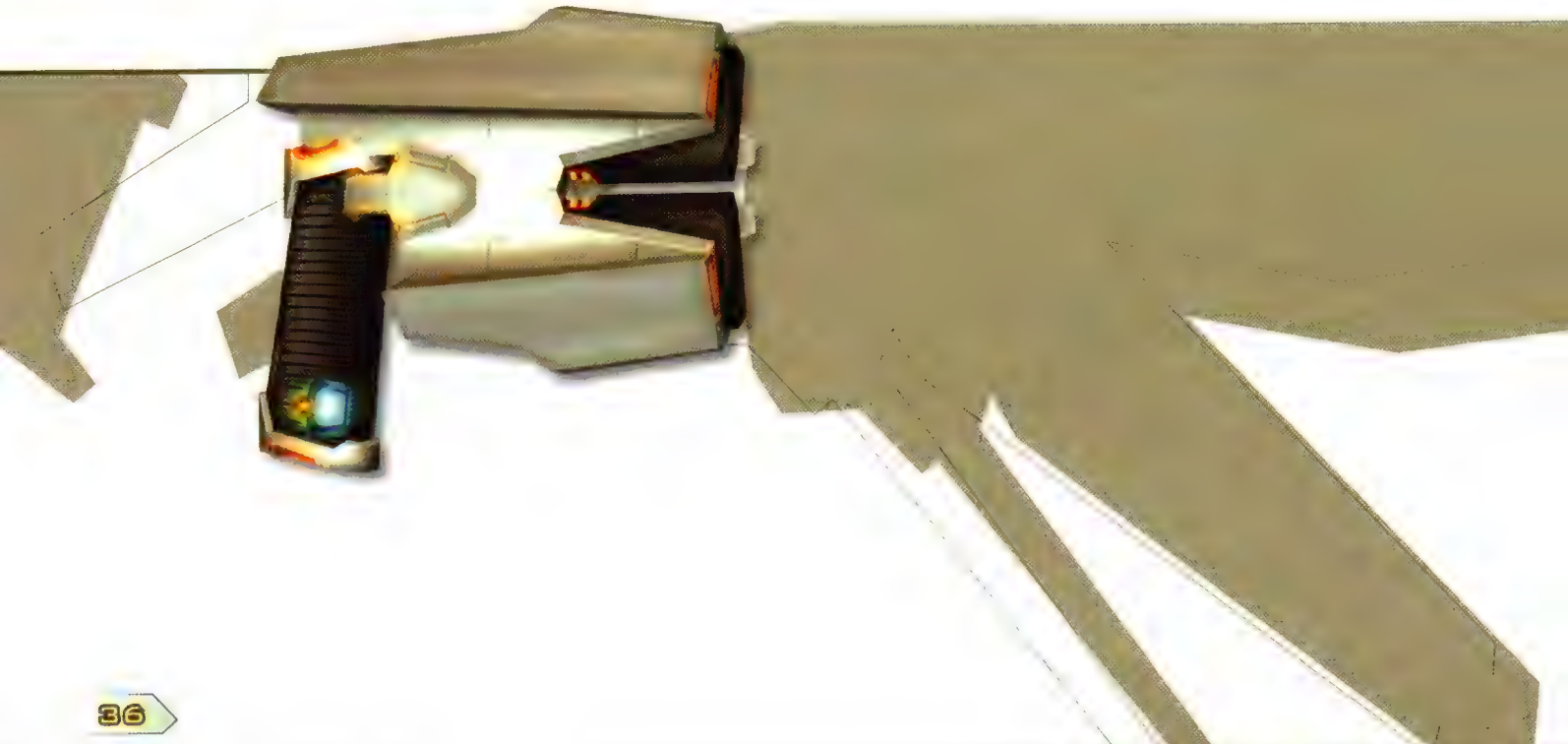
Level 1	Base human blaster
Level 2	Increases damage + accuracy
Level 3	Enables grenade alt fire mode
Level 4	Increases grenade explosive power
Level 5	Increases damage for both modes

Primary Mode

Ammo	60/120
Clip	10

Alt Fire Mode

Ammo	10/20
Clip	5



FAUST C-41

This is the standard military issue .90 caliber concussion pistol with armor-piercing rounds.

At first, this weapon may seem undesirable due to the low rate of fire and clip size, but the burst alternate fire mode increases the weapon's rate of fire making it more useful. Have a little patience with the Faust and it may be one of your favorite human weapons.

EXPERIENCE LEVELS

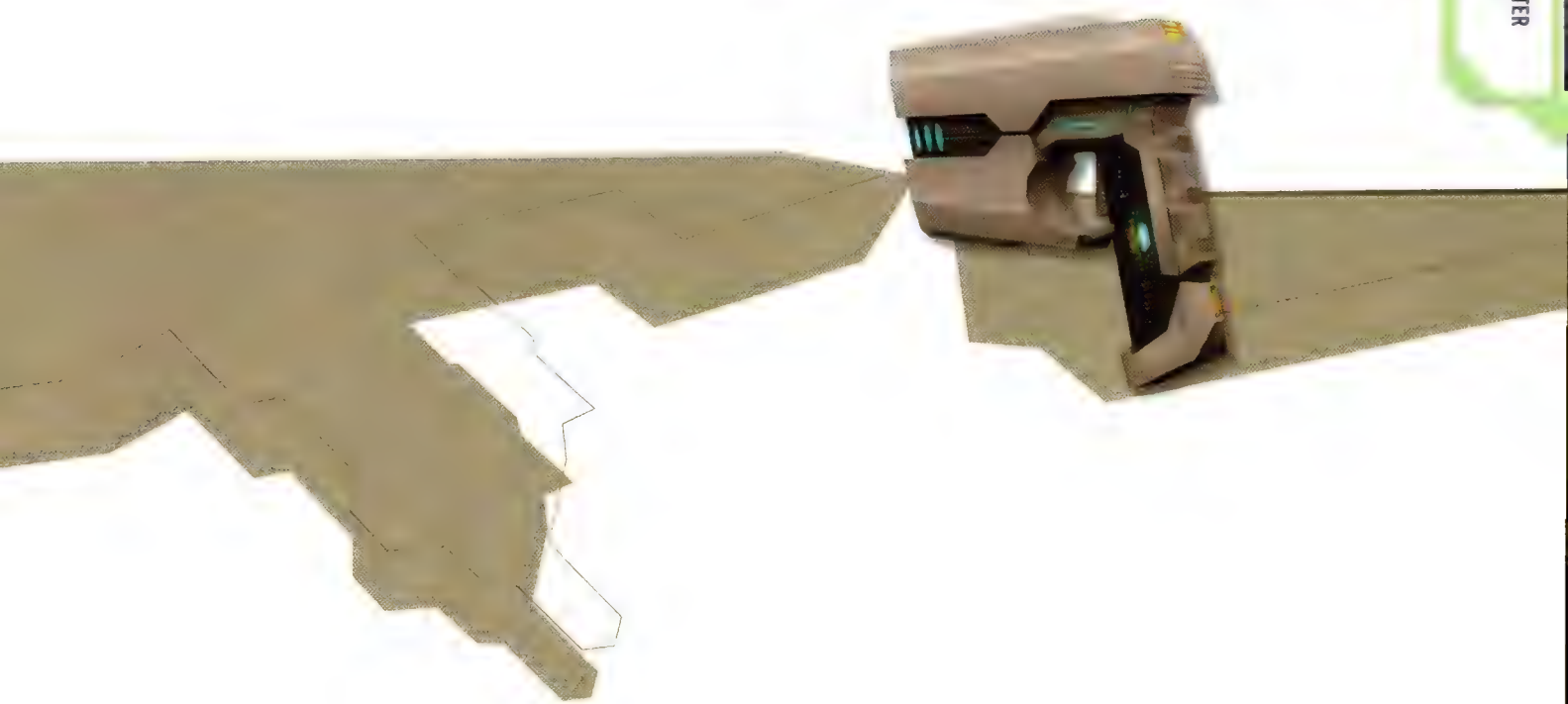
Level 1	Base human pistol
Level 2	[illegible]
Level 3	Enables burst alt fire mode
Level 4	[illegible]
Level 5	Increases damage for both modes

PRIMARY MODE

Ammo	90/180
Clip	15

ALT FIRE MODE

Ammo	90/180
Clip	15



Rockwell-Young XJ9

The XJ9 is an assault rifle with a ceramic piston release shaft and sub-mounted grenade launcher. It's the best of the human weapons. It has a high rate of fire, large clips, and a seemingly endless ammunition capacity. It's also commonly dropped by marines and can be found in gun cases throughout human installations. The grenade launcher alternate firing mode is nice bonus, but not essential since the grenades fired aren't much different than normal human grenades.

Experience Levels

Level 1	Base human assault rifle
Level 2	Increases damage + accuracy
Level 3	Enables grenade launcher
Level 4	Increases grenade damage
Level 5	Increases damage for both modes

Primary Mode

Ammo	450/900
Clip	45

Alt Fire Mode

Ammo	3/6
Clip	3

Talmage 50.08

This beast delivers 12 MoliPack self-propelled rockets which can be fired along a straight vector or alternately guided along a sonic pathway.

The Talmage has devastating power that's best used against Seeker Dropships and Shock Troops. The rate of fire is surprisingly fast, but the ammunition supply is limited. It's best to carry one Talmage and a pistol or rifle, since the rocket explosion can hurt Gideon at close range. The alternate fire mode allows the rockets to track their targets, which is helpful when shooting at mobile Seeker Dropships.

Weapon Levels

Level 1	Base human rocket launcher
Level 2	Increases damage + accuracy
Level 3	Rocket tracks to original target
Level 4	Increases damage + accuracy
Level 5	Increases damage + enables guidance

Primary Mode

Ammo	12/24
Clip	3

Alt Fire Mode

Ammo	12/24
Clip	3

ALIEN WEAPONS

It's important that Gideon use the alien weapons early and often, since they're the only option at the end of the game when enemies are strongest. Experience gains are much slower with these guns, so it takes several levels to master any weapon. Grab guns from the ground and empty their clips even if you don't intend on keeping them. Doing so ensures that Gideon is able to use their alternate fire modes when they're needed the most.

D`NEX TALON

The Talon fires a sphere of volatile colloid transmetals which unravel explosively upon contact or can be spun into an inertial sponge, releasing the gathered ricochet energy upon contact with organic tissue.

It's an awfully slow pistol and not extremely practical. It does have an unusual alternate fire mode though, which makes it fun to use. The ricochet allows Gideon to bounce a bullet off of a wall or object to strike an enemy in cover or to avoid exposing himself to enemy fire. As his skill improves, he can ricochet bullets off of multiple objects for truly impressive trick shots.

WEAPON LEVELS

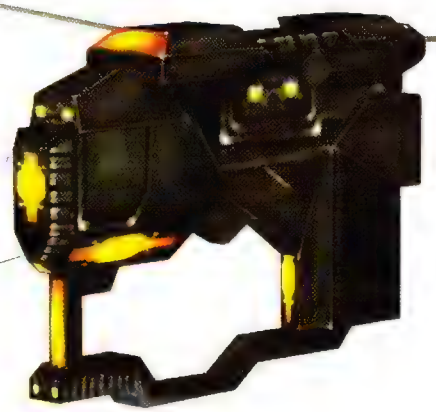
Level 1	Base seeker pistol
Level 2	Increases damage + accuracy
Level 3	Unlocks ricochet alt fire mode
Level 4	Increases ricochet damage + 1 bounce
Level 5	Increases all damage + 1 bounce

PRIMARY MODE

Ammo	50/100
Clip	10

ALT FIRE MODE

Ammo	25/50
Clip	5



G`KOL ACOLYTE

This is the standard issue Seeker pulse-rifle. It delivers a barrage of superheated particles kinetically bonded to an unstable silicon projectile. These projectiles can be loaded with a simple quark mind-drive to track enemy life signs and explode on contact.

The Acolyte is a solid energy weapon with a high rate of fire. The slow projectiles are the only drawback. It makes the weapon exceedingly difficult to use at long range or against fast moving enemies. Save it for close range encounters against stationary foes. The alternate fire energy ball is a slow explosive that tracks its target. It's most valuable when the target is unaware of Gideon and unlikely to move, or against enemies that are in deep cover.

WEAPON LEVEL

Level 1	Base seeker pulse rifle
Level 2	increases damage + accuracy
Level 3	Enables the energy ball alt fire mode
Level 4	increases damage for energy ball
Level 5	increases damage for both modes

PRIMARY MODE

Ammo	150/300
Clip	30

ALT FIRE MODE

Ammo	30/60
Clip	6

DARKFIRE

The grav-shielded singularity core embedded in each clip generates muon fragments of dark-matter and then accelerates them along a threaded high gravity bore. The entire core can be unshielded and released as a short-range explosive.

This rifle is the alien answer to the XJ9. It has a high rate of fire, holds a ton of ammunition, and features a large clip. It's a great all-around weapon for any situation. The alternate fire grenade launcher is a nice bonus, but not essential.

WEAPON LEVELS

Level 1	Base seeker assault rifle
Level 2	Increases damage + accuracy
Level 3	Enables grenade launcher
Level 4	Increases grenade damage
Level 5	Increases damage for both modes

PRIMARY MODE

Ammo	450/900
Clip	45

ALT FIRE MODE

Ammo	3/6
Clip	3

Discord

The resonant inertial friction modulator causes quantum level vibrations through the photons in a limited area. Can generate immense heat for short periods of time, even in a defensive (although moderately damaging) radius around the weapon.

The Discord is the ultimate short range weapon. Its blast is very short, but powerful and knocks enemies onto their backs. It's a great way to push enemies back, or knock them into deep space. The alternate fire full-radius is a fantastic defense when Gideon is surrounded and can thwart jumping enemies.

Weapon Levels

Level 1	Base Discord
Level 2	Increases damage + range
Level 3	Unlocks full-radius alt fire mode
Level 4	Increases radius damage + range
Level 5	Increases damage + range for both

Primary Mode

Ammo	3/6
Clip	6

Alt Fire Mode

Ammo	3/6
Clip	6

Kaull Firelance

Charge-stripped ions literally tear through spacetime, gathering entropic energy waves before impacting on their target. The ions can be layered back upon themselves to build a massive rip in local space and unleash unpredictably multi-directional forces.

The Kaull is a very powerful rifle capable of devastating damage at high levels. It also has a high rate of fire, but a low ammunition capacity. Fortunately, it's a common Seeker weapon and easily reloaded, but carry it with a Darkfire or XJ9 to ensure that Gideon never runs out of ammunition. The secondary fire energy-burst is extremely powerful, but chews through the weapon's ammunition even faster. Use it when speed is a necessity, or when Gideon is under heavy fire and can only get one shot off at a time.

Weapon Levels

Level 1	Base Seeker assault rifle
Level 2	Increases damage + accuracy
Level 3	Unlocks energy-burst alt fire mode
Level 4	Increases burst damage + accuracy
Level 5	Increases damage for both modes

Primary Mode

Ammo	90/180
Clip	30

Alt Fire Mode

Ammo	18/36
Clip	6

Gnashbone Fury

A multi-tiered intelligent projectile platform capable of guiding multiple implosion rockets towards several targets simultaneously.

The Fury is the alien answer to the Talmage rocket launcher. It's best used against heavy enemies like Seeker Dropships and Shock Troops. Don't use it at close range, since the explosion can damage Gideon. The alternate fire mode allows the rockets to track their targets making it much easier to hit moving enemies.

Weapon Levels

Level 1	Base Seeker rocket launcher
Level 2	Increases damage + accuracy
Level 3	Enables rocket tracking
Level 4	Increases damage + accuracy
Level 5	Increases damage + enables guidance

Primary Mode

Ammo	18/36
Clip	6

Alt Fire Mode

Ammo	6/12
Clip	2

SHADOWSTALKER

Polarized supermolecules are fired along null conductor channels at sub light speeds, causing micro fission blasts upon contact. It comes equipped with a poly-rez genscope able to accurately analyze distance, atmospheric interference, and DNA maps of the target.

The Stalker is the best long range weapon available. It can be used to pick off enemies from extremely long range before they even realize they're in danger. The alternate fire allows Gideon to zoom in on an enemy and makes it easier to target the victim's head for a quick kill. Don't try to use this gun at short range. It has an extremely low rate of fire and limited ammo capacity that are crippling when face-to-face with an enemy.

WEAPON LEVELS

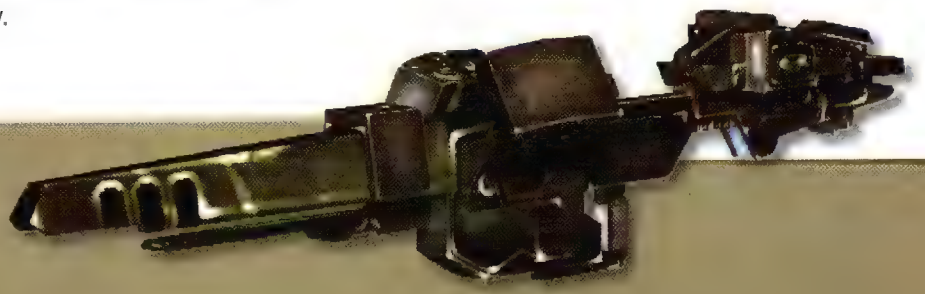
Level 1	Basic sniper rifle with 10x zoom
Level 2	Increases damage
Level 3	Zoom upgraded to 20x
Level 4	Zoom upgraded to 30x
Level 5	Increases damage

PRIMARY MODE

Ammo	20/40
Clip	15

ALT FIRE MODE

Ammo	20/40
Clip	10



HUMAN VEHICLES

SCYTHE

A simple, enduring classic—what the military guys call the epitome of common-sense engineering and dependability—the Scythe is an all-terrain vehicle which has remained unchanged in the service for over a decade. It's armed with a high-caliber chaingun and with the capability of transporting a driver and three marines. The shielded nitro-tanks allow for a burst over short distances and can be rerouted through dorsal jump jets to prevent rollovers.

SEEKER VEHICLES

SEEKER TANK (BAA'ELS GNASH)

Using retro-gravity technology, Baa'Els Gnash is a heavily armored ballistic platform. The ferocious plasma cannons mounted under the chassis can tear through any known material.

Calm before the Storm

Objectives

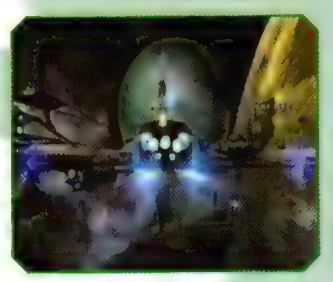
01 Dock the Shuttle
02 Meet Ethan
03 Fisticuffs
04 Training
05 Marine Showdown
06 Defeat Bud
07 To the Hangar

Dock Shuttle 01

Feel free to explore the space around the station, but avoid making contact with anything. Ramming into the station, the alien ship, or any other object destroys the shuttle.

Approach the space station on the side with the large antennae sticking straight out. This part of the station is still under construction, so there's a large gap in the ring. Pass through or over the gap and aim for the lighted docking bay.

Carefully line up the ship with the two lights on the outside of the dock and between the moving lights on either side. Pay close attention to the ship's level in relation to the dock to avoid missing the entrance. Get close to the bay's entrance and the landing is handled automatically.



PC Controls

The controls for the PC version are entirely customizable. We're including the default controls, but you may find that changing them to fit your play style is a better setup.

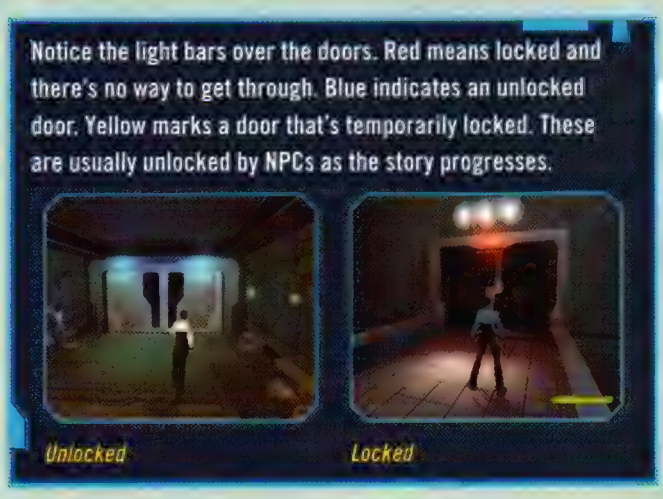
Ship Controls

XBOX	PC	Details
[illegible]	[illegible]	[illegible]
Left Thumbstick/ Right Trigger	Right Mouse Button	Boosters

Shift the camera angle and then release the camera controls. The ship turns to face forward at the new angle. The boosters can be used to speed up travel slightly, but are unnecessary in this scene.

MEET ETHAN 02

Gideon leaves the shuttle and enters a grand hallway on the space station. Various personnel inside the station point the way to the hotel lounge where Ethan waits. Pass through the doors with a blue light above them to reach the designated area.



Notice the light bars over the doors. Red means locked and there's no way to get through. Blue indicates an unlocked door. Yellow marks a door that's temporarily locked. These are usually unlocked by NPCs as the story progresses.

FISTICUFFS 03

A brawl ensues inside the bar. Engage the attacking marines by targeting them. Attack the target by pressing the punch button repeatedly. Keep moving and dodge enemy attacks. There are three waves of marines. Avoid going two-on-one. Let Ethan handle the second marine in each pair. It should prove to be an easy fight, but watch Gideon's health closely and back off for a minute if the match sways in the enemy's favor.

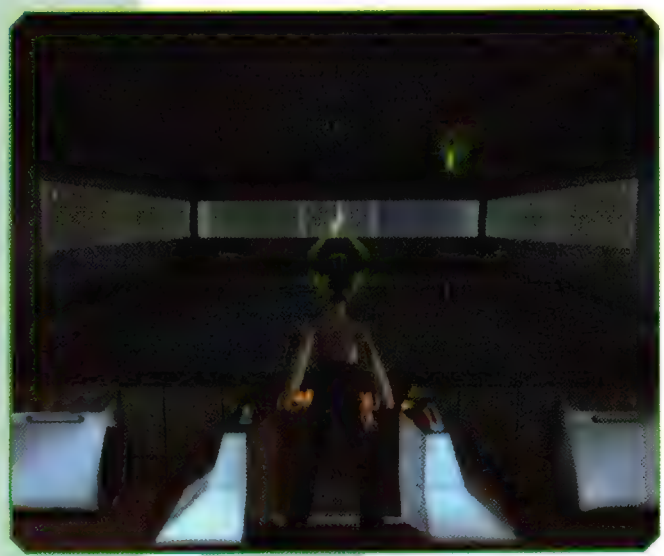
Brawl Controls

XBOX	PC	Details
[illegible]	[illegible]	[illegible]
B Button	SHIFT	Punch
[illegible]	[illegible]	[illegible]

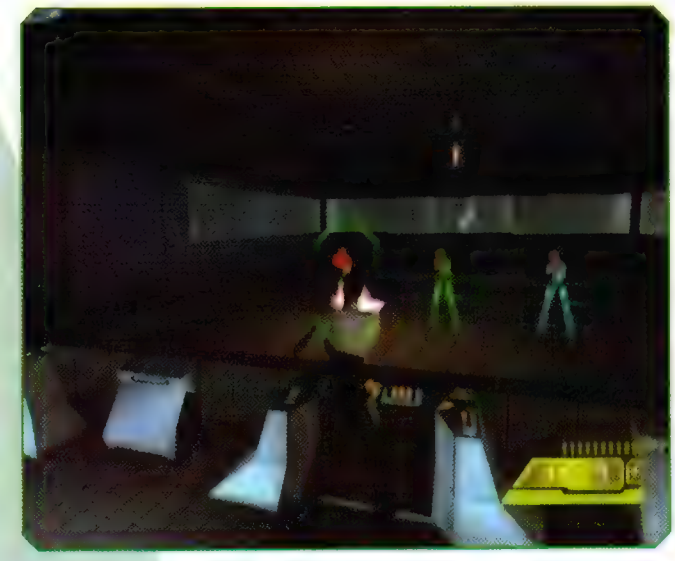
TRAINING 04

Find the firing range by following the halls and the directions from the guards throughout the station. Remember that Gideon can only pass through doors marked with a blue light. Those marked in yellow are unlocked by the guards as Gideon approaches.

The first exercise teaches how to move the targeting cursor. Push toward whichever light flashes. There are six lights corresponding with the up/left, up, up/right, down/right, down, and down/left directions.



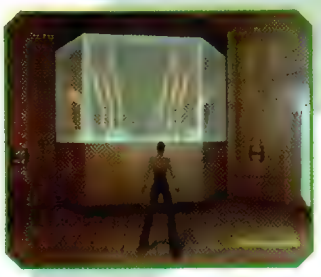
The second exercise features three enemy holograms that are colored yellow, blue, or green. Watch the light above the holograms. It glows one of the three colors. Target the corresponding hologram and blast it.



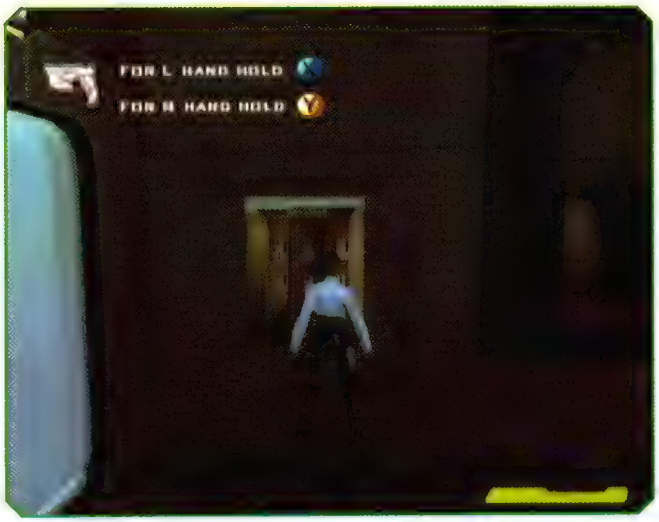
Gun Controls

XBOX	PC	Details
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]

Use the elevator to reach the TCT room after completing both targeting exercises. Now Gideon must face holographic soldiers in simulated combat. This is an excellent time to experiment with a variety of weapons and to explore the combat controls.



Pass through either hallway to reach the training area. The door at the end is locked. A gun case set into the wall opens as Gideon approaches. Collect a **Faust C-41** for each hand by standing next to the case and pressing the appropriate buttons (the controls appear on screen while standing next to the case). This action unlocks the door allowing Gideon to enter the training facility.



The Faust is the starting weapon. This is the standard human pistol. It doesn't pack much of a punch, but it's very accurate. Look for other weapon cases within the training area to find different (and more powerful) weapons.

Training Weapon Locations

Weapon	Location
Faust C-41	Outside training room doors/backside of hall before main room
Rockwell-Young XJ9	Left and right side of hall before main room/upper level on left side/bottom floor on back wall
Talmage 50.08	Upper level on back wall
Grenades	Upper level on right wall

Have fun and experiment as much as possible. The instructor unleashes several waves of enemies, each one harder than the previous. The only limitation on the length of the simulated combat is the amount of ammunition available. Reload by walking past a gun case that contains the weapon(s) Gideon is holding.

There are a few things to try out in particular. Try crouching while shooting. It greatly improves the accuracy of the weapon, but makes it much harder to avoid enemy fire. It's mainly useful when facing an opponent at long range. Run to the opposite side of the room as far away from an enemy as possible. Crouch and notice the targeting cursor shrinks indicating the improved accuracy. Shoot while standing and crouched to gain a better understanding of just how great of a difference crouching can make.

Gideon can hold two weapons at the same time. They can be fired simultaneously at one enemy for maximum firepower, or at two separate enemies. They can also be fired individually, so one gun can be reloaded while the other is active. Try picking up an **XJ9** and a **Talmage**. Holding two different weapons is a great strategy at times, since it allows more versatility. Shoot moving enemies with the XJ9 and blast crouching or motionless enemies with the Talmage. Get used to this mechanic. It becomes vital later in the game.

There are also medical panels strewn around the room that restore Gideon's lost health. Stand next to a panel and press and hold the appropriate button to slowly heal (controls are shown on screen when Gideon stands next to the panel). Such devices can be used repeatedly, but require a short time to recharge after each use. Keep a close eye on Gideon's health throughout the training and visit these panels often. Return to the instructor once you're satisfied to end the simulation and begin the next phase of training.

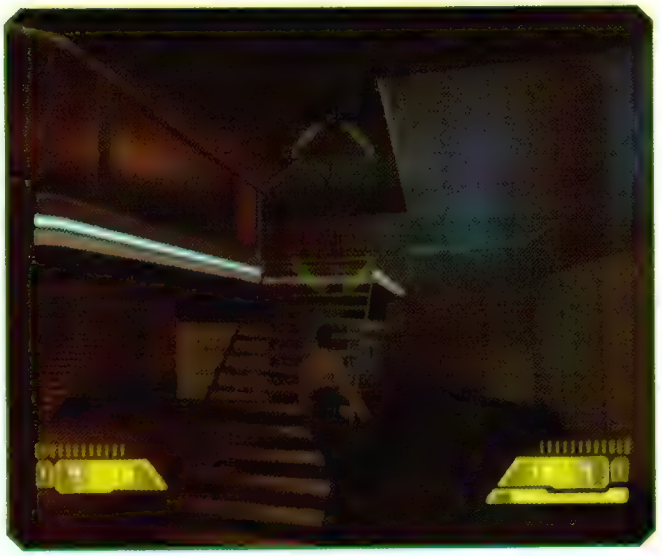
Gravity panels are scattered around the room. Touching or shooting the panels causes a temporary reduction in gravity. Try leaping from one level to another to evade enemy fire and to catch the enemies off guard. Gideon is also much harder to hit in freefall. This reduced gravity training also comes in handy later.

Additional Combat Controls

XBOX	PC	Details
Y Button	F	Reload
B Button	SHIFT	Melee
A Button	SPACE BAR	Jump
X Button + Left Thumbstick	Double-Tap Directional Key	Dodge
Left Thumbstick (press in)	C	Crouch (increases accuracy)
White Button	F	Grenade
Right Trigger	Right Mouse Button	Fire Right Weapon
Left Trigger	Left Mouse Button	Fire Left Weapon
Black Button + Right or Left Trigger	Tab	Switch between primary fire and grenade

MARINE SHOWDOWN 05

Ethan joins Gideon after the training has been completed. The two are challenged by a small marine squad. Re-enter the training area and collect stun pistols from the weapon cases outside. The marines are a little tougher than the holograms, but Ethan is a huge help. Use what you've learned to finish the fight quickly.



Avoid walking out into the open. Use the walls as cover and try to isolate each marine. Always duck behind a wall while reloading. The guns reload automatically, but the recharge is slow. Be quick to use a medical panel if Gideon takes a few hits. The battle shouldn't last long.

DEFEAT BUD 06

Return to the entrance after the battle. One of the marines, Bud, decides to make it personal putting Gideon in a one-on-one match in close quarters. There's a pistol in the center of the room. Grab it quickly and open fire. Use the crates as protection while shooting at Bud as he moves around the room. Crouching while ducking behind a crate makes it easier to hit the enemy, since he moves constantly and can be difficult to target.

There is a second option. Sure, Bud's a pain, but does he really deserve to die? If you just stun Bud and refrain from killing him, you'll gain the respect of the other marines. They'll help you during the Seeker invasion. However, if you decide to go through with finishing Bud off, they won't help you. This could mean the difference between life and death during the invasion, but it's up to you.

Melee

Bud can be defeated with physical attacks just as easily. Knock him out with a few quick punches if the guns aren't working out. Also use the medical panel if necessary. Gideon isn't invincible.

TO THE HANGAR 07

Hop on the elevator after the fight and follow Ethan. He leads Gideon through the station to the hangar. Don't bother running ahead. There are many doors that remain locked until Ethan reaches them and triggers the locking mechanism. Enter the ship inside the hanger and hang a left to reach the bridge.

CHAPTER 1

HOSTILE NEGOTIATION

OBJECTIVES

01 GET ETHAN TO SAFETY

- GET ETHAN AWAY FROM CRASH SITE
- PROCEED TO THE LURIAM MILITARY SECTOR
- EVADE SEEKERS AND GET ETHAN TO ESCAPE POD

02 REACH THE LURIAM SCIENCE SECTOR

- FIND A WAY OUT OF LURIAM MILITARY SECTOR
- DEFEND MARINES UNTIL THEY OPEN DOOR
- FIND A WAY INTO LURIAM SCIENCE SECTOR

03 RESCUE OLIVIA

- FIND A WAY TO THE UPPER SCIENCE LABS
- DEFEND ELITE SOLDIERS WHILE THEY OPEN THE DOOR
- FIND OLIVIA
- DEFEAT THE SEEKER COMMANDER
- ESCORT OLIVIA BACK TO ESCAPE POD

04 ESCAPE THE LURIAM SCIENCE SECTOR

- ESCORT OLIVIA TO THE LOWER SCIENCE LABS
- FIND A WAY OUT OF THE LURIAM SCIENCE SECTOR
- ESCORT OLIVIA THROUGH MAINTENANCE DECK

05 FLEE THE LURIAM SPACE STATION

- ESCORT OLIVIA TO HANGAR LIFT
- ESCORT OLIVIA BACK TO THE ESCAPE POD
- CARRY OLIVIA/ETHAN TO THE ESCAPE POD

GET ETHAN TO SAFETY 01

Pass through the smoke and debris to the unlocked door at the end of the hall. Seekers begin to invade the Luriam Space Station. Ignore them as much as possible and keep moving.

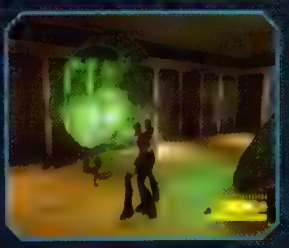
Walk down the red carpeted hallway and through the unlocked double doors. The walkway behind the doors has been destroyed, but Gideon and Ethan can slide down the rubble to the hallway below.

Take a left at the end of the hallway, moving away from the rubble from the large explosion moments before. Cross the bridge at the end and pass through the next unlocked door to a hall with a wooden floor.

Check the ground near the dead marines just before the large hole in the wall to find a **Faust**. Equip it so Gideon can assist Ethan if the Seekers get too close.

SEEKER ASSAULT VEHICLES

The circular entrances used by the Seekers are protected by a green energy shield. They protect the assault vehicles from human intruders. The shields don't stop bullets though, so it's OK to shoot Seekers before they can disembark.



Pass the large hole and go through the next set of doors to find marines engaging the enemy. Take a right at the base of the ramp and get to the next hall quickly. Gideon and Ethan are slow; they make an easy target for the enemy.

Cross the balcony and enter the next room. Go down the ramp and head for the door on the right. Pass through the jammed door on the other side to find the escape pods. Ethan stays behind while Gideon attempts to rescue Olivia.

Risky Experience

Get some valuable weapon experience along the way. Gideon and Ethan pass through several rooms where Seekers are engaging marines in combat. Pick up weapons that are lying around and shoot a few enemies along the way. Gideon can't do much to avoid enemy fire, but watch his health closely and don't stick around in any one room for too long and the experience gained is worth the risk.

REACH THE LURIAM SCIENCE SECTOR 02

Look for a gun case on the wall. Open it and grab an **XJ9** before passing through the door to the right. A **H.A.Z.E. pistol** can also be found on the bench next to the gun case. Use it to fully load the H.A.Z.E. Gideon is carrying. A group of marines are desperately fighting off a pack of aliens outside. Use the pillars and walls as cover to fight them off. Push forward to the hall on their end and take a left.

Thwart the Seekers

The stream of Seekers seems never ending until Gideon reaches the door below the area where they're appearing. Keep pushing forward while shooting to reach the door quickly, or expect to fight for an extended period. Look for a rogue Seeker if Gideon reaches the door, but it remains locked. A Seeker must be hiding somewhere. The door unlocks as soon as the final Seeker is defeated.

PICKING A WEAPON

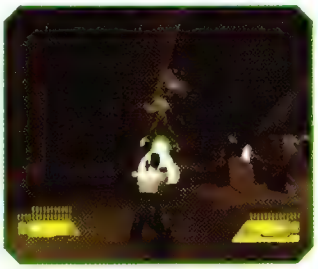
The Seekers often drop an alien weapon known as the Acolyte. An Acolyte and an XJ9 can be a very effective duo. The guns work well together and it should be easy to keep them both loaded by gathering ammunition from fallen Seekers and marines. Plus the added benefit of mastering two common weapons at the same time.

Don't underestimate the power of the H.A.Z.E. pistol and an XJ9. The pistol packs a powerful punch and can shoot explosive charges at Mastery Level 3, which doesn't take long to reach. Consider keeping it until the ammunition runs out, and then picking up an Acolyte or a second XJ9.

Use the medical panel in the hall to heal Gideon. The gun case contains additional **XJ9 ammo**. More marines are fighting off the enemy in the next room. The door on the left is locked tight. Stay in the corner and help fend off the Seekers that enter the room from holes cut into the walls.

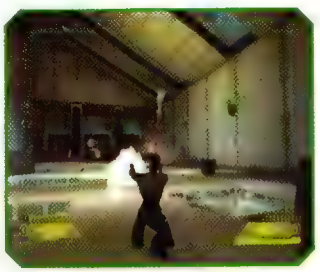
Crouch down where Gideon can see into both holes. Crouching greatly improves his aim, so the attackers should fall before they can cause significant harm. A marine attempts to unlock the door when the threat has been eliminated. Stay back and be prepared for an enemy to come crashing into the room at the last second. Finish it off and head through the destroyed door.

Heal at the end of the hallway before entering the next room. A Seeker Scanner is in the next room. Such enemies are very tough and can withstand a large amount of damage. Keep moving and firing until it falls. There's a gun case on the wall that's severely damaged. Destroy the glass with a swift punch and collect a **Faust** if the carried weapons are out of ammunition. Otherwise it's best to keep the bigger guns. Also look for a **H.A.Z.E.** reload on the coffee tables.



Fight through the room to the door at the back. The flow of enemies ceases once Gideon gets through the door. Follow the hall around to the open door at the end.

RESCUE OLIVIA 03



Heal and collect a **Faust** from the gun case in the next hall. Marines are in a standoff with several Seekers in the next room. Crouch down and crawl forward while picking off the enemies and any that enter the room from the back.

Ammunition

Don't miss the H.A.Z.E. pistols sitting on the desk at the opposite end of the room.

Enter the unlocked door across the hall to find a lecture hall. Walk down to the bottom of the room and up the opposite side. Beware of the Seeker Scanner at the bottom. There are likely several marines in the room, so the enemy should fall quickly under the barrage of bullets.

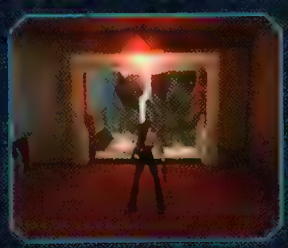
Carefully enter the room beyond the hall. Back up into the hallway if necessary to avoid the Seeker Scanner near the door. Heal Gideon at the medical panel just inside the door and check the gun case for more **XJ9 ammunition**.

Use the gravity control panel at the base of the ramp and leap up to the door above. Gideon can get high enough to grab the rail and pull himself over. This action avoids a couple of enemies that appear if Gideon climbs the ramp.

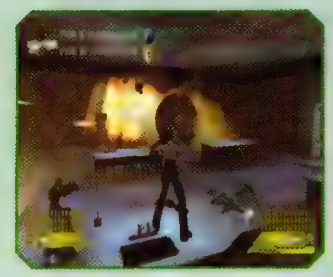
There is another medical panel in the first room in the next hall if needed. Enter the second room on the right and leap through the hole in the wall. Pass through the rubble to the open door on the other side.

TAKE A TIME OUT

There's a room full of high tech equipment and scientists just ahead. Take a moment to watch as the room is ripped from the station and flung into space. The emergency doors protect Gideon from the vacuum of space. Keep your eyes open throughout the space station. There are many similar events that are easily missed during the gun fights, but are fun to watch.



Pass through the halls to a lab room packed with marines. Seekers enter the room from all sides. Fight them off by crouching in the corner, and unloading as they appear.



A scientist unlocks the door marked in yellow after a couple of waves have been eliminated. Hurry into the hallway and use the elevator to reach the Upper Science Labs.

HEAL AND RELOAD

Check the room to the right of the entrance to find a medical panel and a gun case containing more Faust pistols. There's also a H.A.Z.E. sitting on the counter. Check the lab floor for any XJ9 ammunition that may have been dropped by fallen marines.

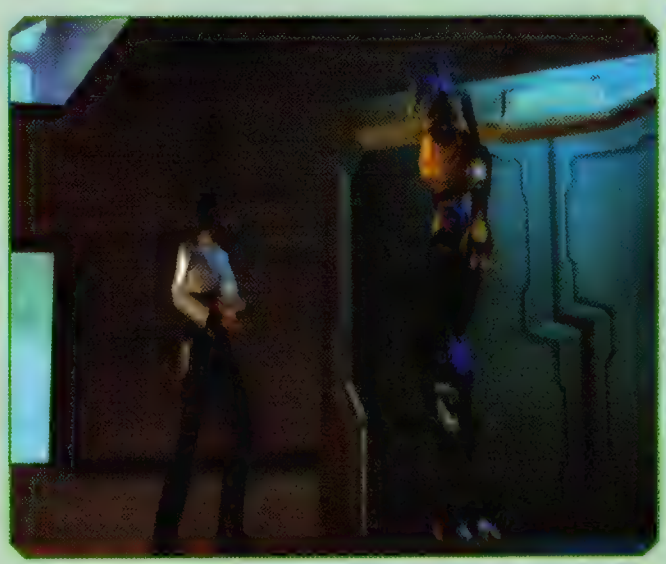
Go through the door and run up the ramp on the left immediately. Olivia is waiting in the room at the top.

Turn and fight off the Seekers outside the small room. There are **H.A.Z.E. pistols** on the ground behind the makeshift barricades. Drop down from the high ledge into the low area before the main floor. There's a medical panel and a gun case containing **Fausts** if needed, though it's better to collect the Seeker weaponry at this point rather than relying on a Faust.

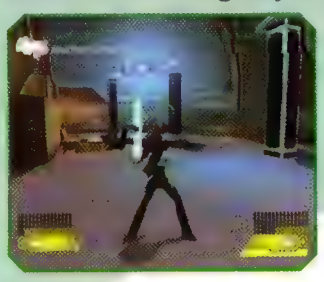
SHIELD BREAKER

Melee attacks also break the shield of the Seeker Commander.

Run up to the main floor and head for the door. A Seeker Commander enters the room blocking the only escape. Gideon must face this powerful enemy one-on-one. It may look much like the Seekers Scanners, but this fellow is no pushover.



Unload on the enemy and keep moving to avoid its leaping attacks. Use the dodge move whenever the enemy leaps into the air to ensure its attacks are off target. The Seeker Commander has a glassy shield that's impenetrable. Stop firing as soon as the shield is up and toss or shoot a grenade at the enemy to overcome its defenses. Keep shooting and moving to end the battle quickly.

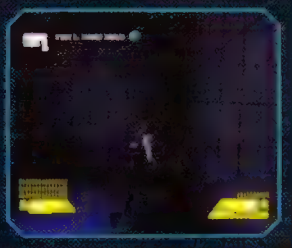


ESCAPE THE LURIAM SCIENCE SECTOR 04

Leave the labs and return to the elevator. Pass through the lab full of marines. The route between the escape pods and the labs has been decimated, so Gideon and Olivia must find a slightly different route back.

PREPARE FOR BATTLE

Gideon's ammunition is bound to be low after the battle with the Seeker Commander. Look for a H.A.Z.E. outside the lab full of marines and two XJ9s on a lab table inside the room.

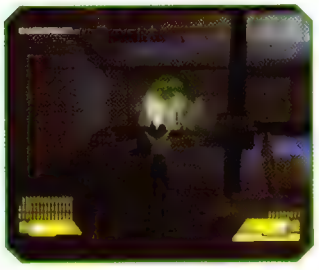


Hidden Arsenal

There are a few H.A.Z.E. pistols in a sink at the top of the ramp. Deal with the Seekers entering the room before looking for the weaponry.

Slip between the smashed doors and cross the balcony. There's a Seeker hiding out in the red lit room around the corner, but a medical panel can also be found behind him. Continue into the room with a ramp and fight through the invaders to the floor below.

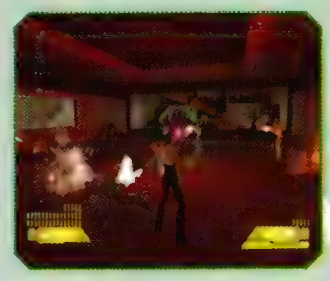
Bypass the lecture hall and take a left through the destroyed doors at the end. Go down the ramp on the right and use the medical panel at the base if needed.



Stay out of the atrium and blast any Seekers that may be bouncing around the room. Pass through when the room is clear and enter the maintenance hall on the right to find a lift.

FLEE THE LURIAM SPACE STATION 05

Ride the lift down and annihilate the Seekers waiting at the bottom. Pass through the hall to find the firing range where the virtual soldiers are fighting off the invaders. Take a left to find another **Faust** gun case and a **medical panel**. Pass through the large doors beyond them and into the hangar.



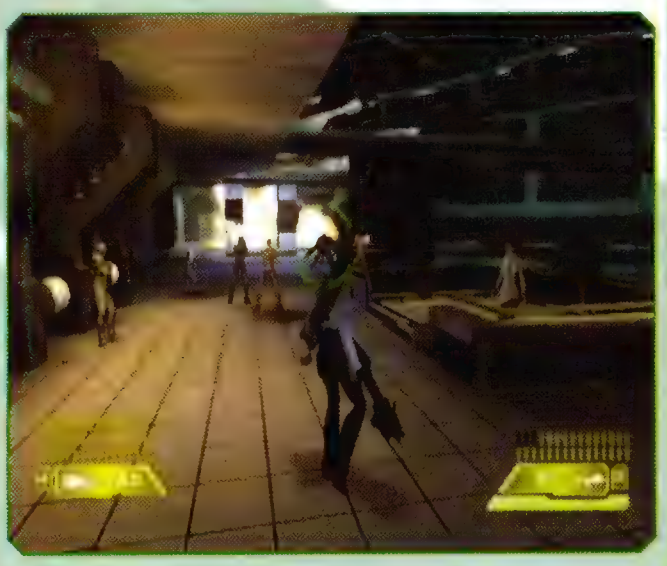
EASILY OVERLOOKED

Check the short wall at the front of the firing range to find a H.A.Z.E. reload. The pistol is near the front of the firing range.

This is also a great opportunity to master the Faust. Grab pistols from the case outside the simulation area and empty them of ammunition. By the time the case is empty Gideon should be well on his way to mastering the pistol.

Walk down the ramp on the left and fight across the platform past the shuttle to the ramp on the opposite side. Go up and prepare to fight off several Seekers including a Seeker Commander from the hall on the left. Use the lift when the path is clear.

Rocket-toting soldiers are holding back the enemy forces at the top. Ignore them and head to the left going up the ramp at the end. Enter the unlocked door at the top and pass through the hall to find the escape pods.



Ethan is still alive but unable to reach the escape pods on his own. Olivia is also hurt and can only get out if Ethan helps her limp across the room. You must choose who to save first. Approach either character to grab him or her and quickly get to the escape pods on the outer wall.

Chapter 2:

Surface Tension

Objectives

01 Assist the Wounded
- Acquire Transportation
- Drive the Scythe back to the Escape Pod
- Drive Scythe to Tunnel Entrance

02 Drive to Bahr Han City
- Drive the Scythe through the Western Canyon
- Make your way towards Bahr Han City
- *Enter Bahr Han City

03 Sneak into Bahr Han City
- Enter Bahr Han City
- Find a way out of the Canal
- Find a way out of the Sewers

04 Reach the Platform Lift
- Proceed to Platform Lift
- Defend the area until the Elevator arrives
- Continue to Platform Lift

Assist the Wounded 01

Gather the **XJ9s** from the crash site. They're lying on the ground next to a **Faust**. A Seeker Dropship unloads troops on the small hill between Gideon and the friendly base. Run to the right end of the hill and sneak up on the snipers shooting into the base. There are a number of Seeker weapons on the hill. Consider dropping an XJ9 to gain a little experience with a new gun.

STALKER

One of the Seeker weapons on the hill is the **Stalker**, the alien take on the classic sniper rifle. Pick it up and use the alternate firing mode to zoom in on Seekers invading the friendly camp. Pick a few of them off from the hill to gain some valuable weapon experience. Head shots count, so aim carefully.

Run down the hill and into the base. Watch for Seekers entering the scene from the left and right. There are a few marines still in the base who are fighting the incoming attackers. Ignore them all and get to the garage on the left side before the giant tunnel. There is a Scythe parked there. Commandeer one to rescue Olivia/Ethan from the crash site.

Scythe Controls

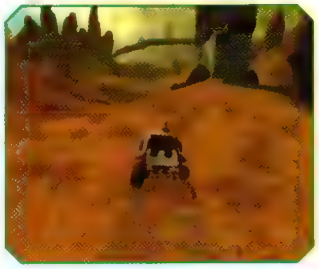
XBOX	PC	Details
X Button	F	Enter/Exit the vehicle
Right Thumbstick	Mouse	Aim camera and change directions
Left Thumbstick	W A S D	Forward and Reverse/Turn Scythe
R Trigger	Right Mouse Button	Boost
L Trigger	Left Mouse Button	Brake
A Button	SPACE BAR	Jump

The Scythe operates much like the shuttle from the beginning of the game. Change the camera angle while moving. The vehicle then changes directions to match the new camera angle. Boost is used to clear large jumps, or just to get away from enemy fire. The speed burst is short, but can be fired repeatedly.

Gather Olivia/Ethan and return to the base. The huge doors open as the Scythe approaches. Enter the tunnel to escape the enemy ships that are rapidly closing on the base.

DRIVE TO BAHR HAN CITY 02

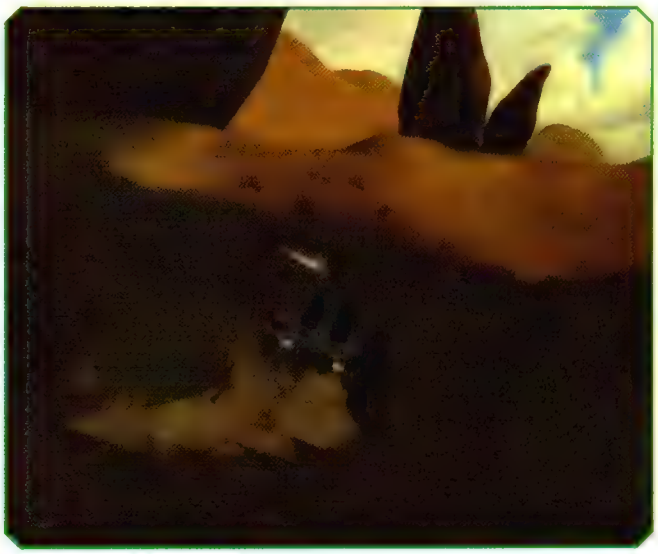
The tunnel opens into a mountainous region below a broken highway. Follow the highway through the mountains. They eventually run into the backside of a base and off the path.



A New Ride

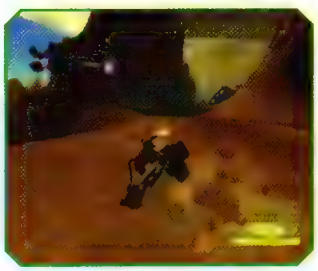
Check the top of the hill behind the base where the highway comes to an end. An abandoned Scythe is parked in this area. Switch vehicles so Gideon has a fresh Scythe with no damage for the next leg of the trip.

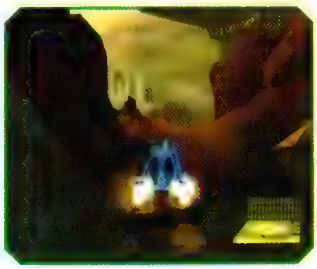
Hang a left through the hills and ignore the landing Seekers along the way. Use the boost to get up steep hills if the Scythe loses momentum.



After the large rock formation, the path makes a hard right turn. Beware of the cliff ahead and turn sharply.

There's another escape pod in the middle of the valley. Ignore the battling Seekers and marines and get to the left of the escape pod. A large ravine is on the opposite side of the pod. Engage the boosters just as the Scythe hits the lip of the ravine and the vehicle should clear the chasm.





RAVINE JUMP

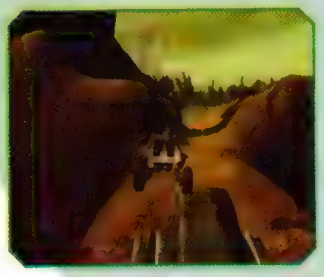
To guarantee making the ravine jump, hit the boosters again in mid-air.

IN THE PIT

There's a path out on the right side of the ravine should the Scythe fall, but there's no way around the ravine. Gideon must still make the jump to advance. The timing is tricky. Engage the boosters at the very last second. If you hit them too soon, the Scythe won't have the necessary speed. It's almost better to engage the boosters a little late (when the vehicle begins to fall) than too early.

Make a long left and drive by a wrecked Scythe to another narrow valley. A second jump is just past the wreck. Negotiate this jump in the same manner as the first. Stay to the left and ignite the boosters at the last second. Watch the rocks on the opposite side. The landing zone is considerably smaller, so the jump must be angled properly.

The path narrows considerably ahead. Carefully steer along the narrow ridge. Soon the Scythe comes to a steep hill between two large rocks. Don't boost over the jump.

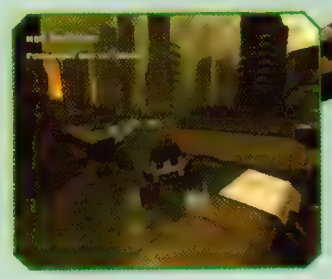


The Scythe strikes a Seeker Dropship, destroying it, and lands on the ledge below. The landing can be tricky if the Scythe gets sideways on the way down, so let off the gas.

Look for a narrow path to the left when the Scythe enters an area lined with destroyed buildings. Pass through it to a strip of highway leading into a tunnel.

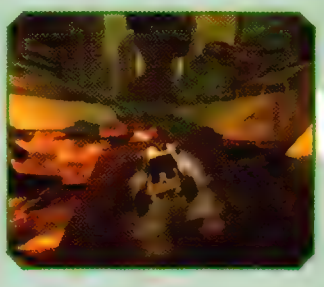
SNEAK INTO BAHR HAN CITY 03

Go through the tunnel and into the city. The road ends at a large canal. Turn left into the canal and take a right turn at the first junction.



The bridges over the canal are being destroyed one-by-one. Drive onto the left or right wall to go around the rubble.

Turn left at the next junction to find a huge pit in the canal. Use the rubble as a ramp and boost over the chasm. Keep boosting through the charging enemies and into the sewer tunnel just ahead.



Follow the sewer tunnel to its end. Seekers blow a hole in the tunnel wall. Get out of the Scythe and charge the hole while eliminating the enemy troops inside. A well placed grenade works wonders here. Use the elevator at the back of the room to reach the streets above.

Put the Gunner to Work

Park the Scythe high on the wall across from the hole. The extra height gives the gunner a great view of the creatures entering the sewer tunnel, so he can better assist Gideon.

REACH THE PLATFORM LIFT 04

A few Seekers are hiding behind some junked cars and pounding the front of the building. Lock onto one of the shooters and toss or shoot a grenade to clear them out. Keep moving forward, or more Seekers take their place.

PREPARE FOR BATTLE

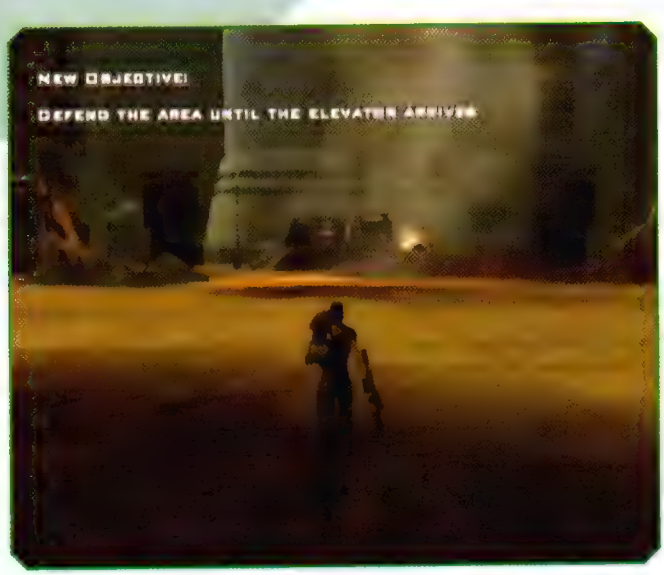
Don't rush out the door and into the street too quickly. There are two XJ9s on the front desk and a medical panel next to the doors. Come back here to heal if Gideon takes heavy damage.

Take a left and then a right. Look for a few marines fighting off the advancing Seekers. Use the rubble near them as cover and defeat all of the enemies pouring into that section of the street. Don't be shy about using grenades. This is a challenging area, so it's best to eliminate the enemies as quickly as possible.

Extra Weaponry

Check the ground near the marines to find XJ9 and Faust ammunition.

Continue down the street and take a right. Scramble over the hill in the distance to locate the platform lift. Rush across the open area and duck behind the barricade between the friendly turrets.



Seekers begin to flood the area. Keep moving and attack the enemies as they approach. There are **Talmage** rocket launchers resting behind the barricade. Pick one up and use it to eliminate any Seekers that choose to hide behind a shield.

Keep watching for a new objective to appear (*Continue to Platform Lift*), which signals the elevator's arrival. Rush up the ramp and onto the elevator.

CHAPTER 3

EXTINCTION AGENDA

OBJECTIVES

01 FIND A RIDE TO THE COMMAND CENTER
- DEFEND AREA UNTIL HELP ARRIVES
- DRIVE SCYTHE TO COMMAND CENTER

02 GET TO THE LAUNCH DECK
- DEFEND AREA UNTIL MARINE UNLOCKS DOOR
- FIND A WAY BACK TO UPPER LAUNCH DECK
- DEFEAT SEEKER SHOCK TROOPS
- PROCEED TO LAUNCH DECK

03 REACH THE CONTROL TOWER
- PROCEED TO THE WESTERN LIFT
- TAKE LIFT TO CONTROL TOWER

04 GET TO THE COMMAND CENTER
- DEFEND CONTROL TOWER
- PROCEED ACROSS BRIDGE TO COMMAND CENTER

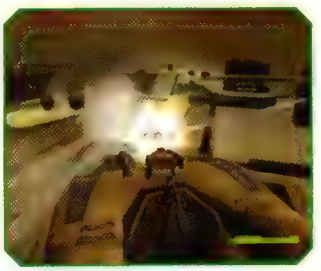
05 COLLECT GIDEON'S ORDERS AND ESCAPE
- FIND A WAY INTO COMMAND CENTER
- FIND ADMIRAL TORN
- FIND TRANSPORTATION
- PROCEED TO NORTHERN MEDICAL PLATFORM

06 HITCH A RIDE INTO SPACE
- PROCEED TO UPPER MEDICAL DECK
- RUSH TO CIVILIAN LAUNCH DECK

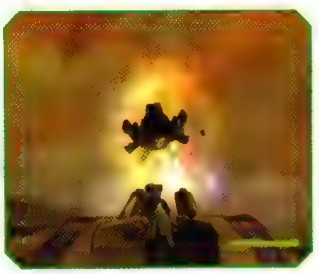
FIND A RIDE TO THE COMMAND CENTER 01

Seeker Dropships are pounding the rooftop. Walk into the small dip and collect two **Talmage** launchers. Use them to destroy the first Seeker Dropship.

Take a left on the walkway and run to the turret at the end. Hop in and use the guns to mow down any Seeker troops that remain.



Prepare for more ships to fly into the scene from the left and right. Blast them out of the sky. Watch Gideon's health closely during the battle. Abandon the turret if he gets too low on health and hide out below the walkway to avoid incoming missiles. Wait until the ships land to make their drop off and destroy them while they're on the ground.



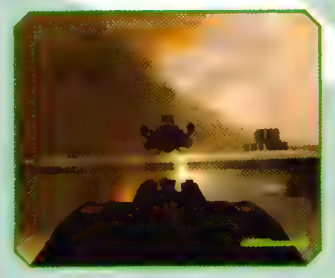
A manned Scythe shows up after several Seeker Dropships have been destroyed. Run to the vehicle and take the driver's seat. Pilot the Scythe into the building to the left.

There's no reason to stop and fight. Power through the halls until the tunnel opens back up and the Scythe is once again high above the city.

Take a careful right as the road is very narrow. Clear the hangar and drive onto the second narrow road before the vehicle is destroyed.

GET TO THE LAUNCH DECK 02

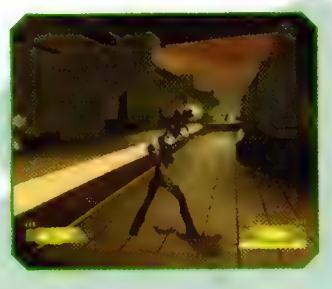
Gideon and the marines are pinned down and the only escape route is jammed shut. Quickly man one of the turrets on either side of the door and begin shooting the Seeker Dropships and troops. Beware of Seekers on the walkway that overlooks the crash site. There are also multiple ships that enter the area.



Line of Sight

The Seekers on the walkway can be very difficult to target, since they're on higher ground. Point the gun at the enemy and strafe up and down while firing. One of the shots should clear the edge of the walkway and strike the enemy.

Wait for a new objective to appear (*Find a way back to Upper Launch Deck*) before exiting the turret and slipping through the open door. Take a moment to heal inside before using the elevator.



Pass through the door at the bottom and begin clearing the area. Fight through the enemies to the door at the far end. Get inside and ride the elevator down.

EVADE THE ENEMIES

Seeker Dropships are busy dropping off troops in this area. Eliminate Seekers that get in Gideon's way, but keep moving. It may also be necessary to blow up a ship. Still, the goal is to get to the door at the end as quickly as possible. Sticking around only locks Gideon into a dangerous and unnecessary battle.

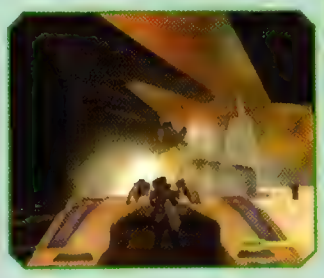
There are two Seeker Heavy Shock Troops laying waste to the area. Use the Talmage to pound them to dust. There's a hall to the right of the Shock Troops. Explore it to find a gun case containing **Talmage** rocket launchers if necessary.

Enter the door at the far end and be ready to fight. A large group of Seekers are charging through the hallway. Use the Talmage or grenades to blow them to bits quickly, or Gideon may be overwhelmed. Ride the elevator at the end of the hall.

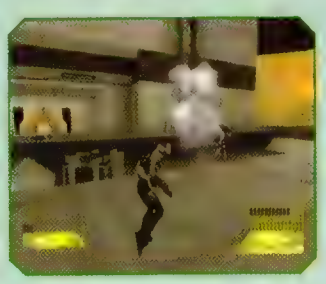
REACH THE CONTROL TOWER 03

There's a small selection of weaponry next to the elevator. Pick from the guns, but consider keeping one Talmage for Seeker Shock Troops and Dropships.

Defeat the nearby enemies while pushing forward. A Seeker Dropship appears over the side of the building. Ignore it and keep moving. There are turrets along the building's edge, but it's too risky to man one with the Seeker Destroyer looming so closely.



Run into the dip that's around the corner and heal at the medical panels. Also gather **Talmage** ammunition for the pair of Seeker Shock Troops marching this way. Run back to the dip to reload and heal as necessary while fighting off the advancing troops.

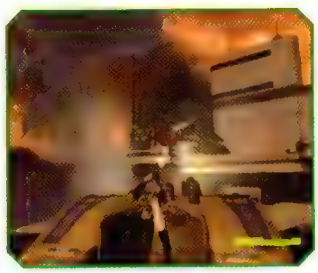


Go around the corner and barrel into the next lowered section. Seekers begin to appear behind Gideon. Ignore them and charge forward toward the lift and the last Seeker Shock Troop. Level the menace with the last of the Talmage ammunition. Use the elevator once the area is secure.

Heal Up

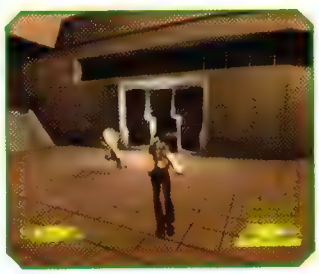
Look for medical panels on the large pillars to the right of the elevator.

GET TO THE COMMAND CENTER 04



Rush down the ramp and join the battle. Man the turret and shoot the Seeker Dropships out of the air as they attempt to drop troops. Also help the marines pick off the Seekers scurrying around the roof.

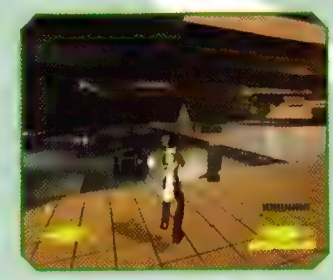
Exit the turret and dart across the roof to the elevator when there's a lull in the action. Ride up and make a mad dash for the door to the right. Get into the hall fast before more troops or another ship can enter the scene.



Fight through the enemies in the hallway to a glass bridge, which is destroyed by a passing ship. Gideon takes a nasty fall and suffers some serious wounds. Use the medical panel on the wall behind him to repair the damage.

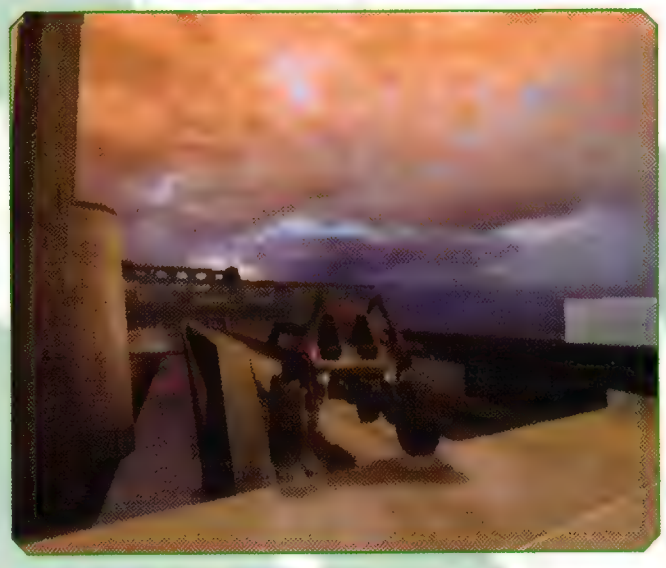
COLLECT GIDEON'S ORDERS AND ESCAPE 05

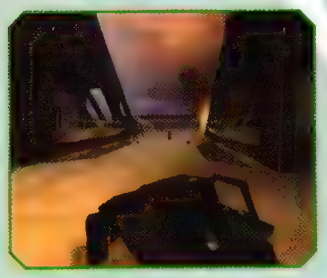
Cross the walkway and use the elevator at the end. Check the gun case at the bottom to reload on Talmage ammunition if needed. Run around the building and help the marines finish off the attacking Seekers before going inside.



Pass through the building to find Admiral Torn upstairs. Get Gideon's new orders and return to the front of the building. Jump into the Scythe waiting outside.

Drive over the structure directly across from the Command Center while staying to the far right or left to catch one of two narrow roads. Both roads lead to the same area, so it doesn't matter which one is chosen.



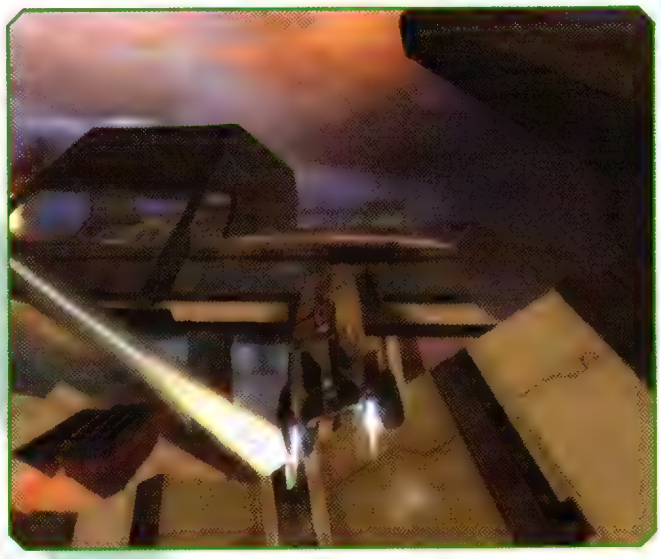


Follow the road up and through the building ahead. The path winds all the way to the top where Gideon is reunited with Ethan/Olivia.

HITCH A RIDE INTO SPACE 06

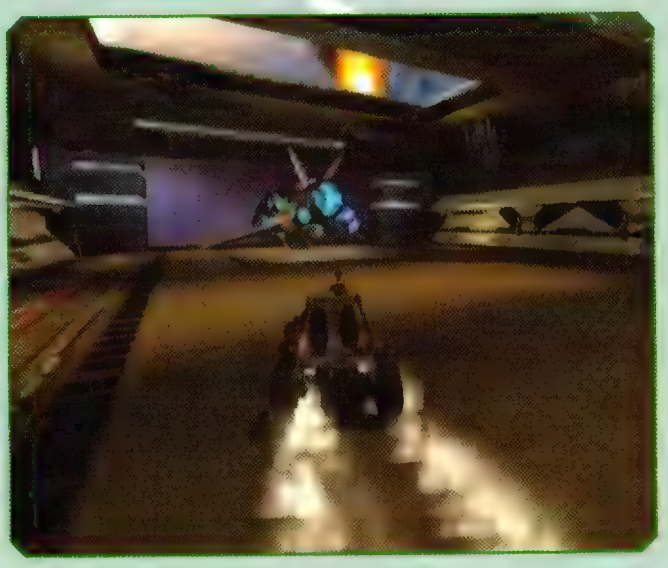
Take a right and burn rubber between the launching shuttles and up the ramp at the end. Continue forward and make a sharp right turn where the road forks.

An asteroid crashes through the road after the next turn causing the road to collapse. Boost off the end of the rubble to clear the gap and land safely on the other side.



Get onto the road in the center of the structure and put the pedal to the metal. Continue through the tunnel gliding to the right as it opens up to another launch area. Catch the narrow road along the side.

Follow the road to the end and make a hard U-turn to the left. Go down the center ramp, which leads to the Civilian Launch Deck.



Chapter 4

The Awakening

Objectives

01 Begin to Unlock Gideon's Powers
- Proceed to Dojo to complete the Training
- Use Lift Power to Levitate Column
- School Aurelians
- Report to Enorym on the Bridge

02 Infiltrate the Destroyer
- Proceed across Seeker Destroyer Surface
- Find a way into the Seeker Destroyer

03 Disable the Bridge
- Defeat Seeker Elite
- Stave off initial Seeker Assault
- Proceed to Destroyer Bridge
- Find a way back to Enorym

04 Locate Enorym
- Find and aid Enorym

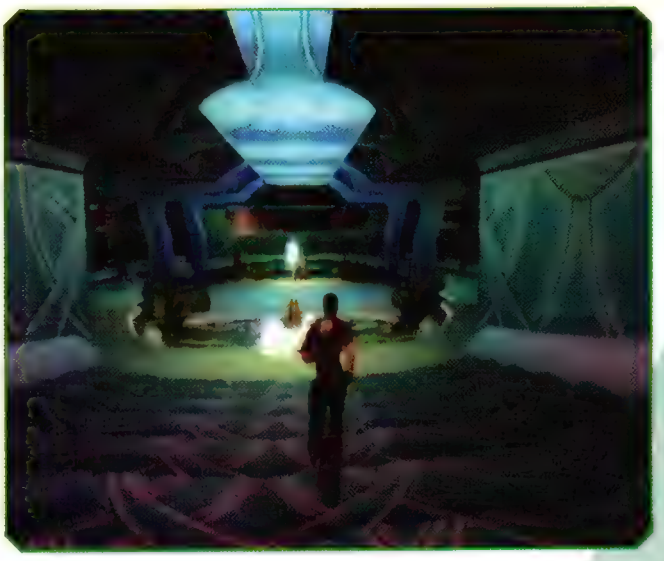
05 Flee the Destroyer
- Escape from the Crashing Destroyer

06 Find the Survivors
- Find Survivors in Sinking Wreckage

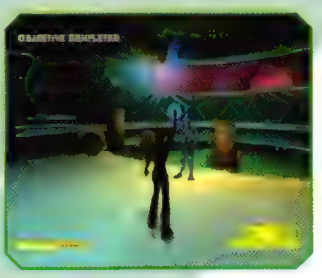
07 Travel to Arnyss
- Proceed through Canyon Toward Arnyss
- Survive until help arrives

Begin to Unlock Gideon's Powers 01

Gideon must now learn to harness the hidden power that flows through him. Leave the room and take a left. Go through the first door on the right and enter the dojo at the bottom of the ramp. Walk to the front of the room to begin the final training.



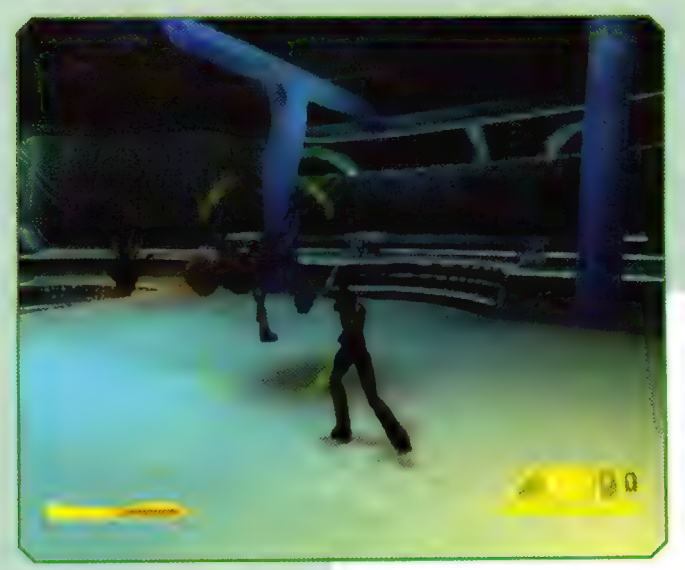
Lift is the first power gained. It can be used to pick up large objects and enemies and hurl them into a wall, at an enemy, or into a dangerous area. This test requires that Gideon lift one of the many stone columns off of the ground. Equip the Lift power and target a column. Activate the power to make the column levitate.



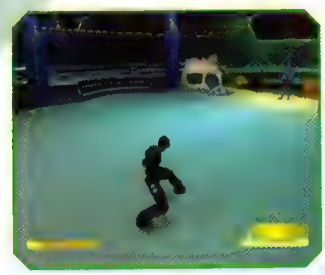
Equipping a Power

XBOX	PC	Details
[illegible]	[illegible]	[illegible]
L Trigger	Left or Right Mouse Button	Assign the power or weapon to a hand

The second test pits Gideon against a few Aurelians. Defeat them using a combination of the Lift power and melee attacks. Try grabbing the Aurelians with Lift and hurling them into the walls. It doesn't cause much damage, but they can't hit Gideon if they can't get near him.



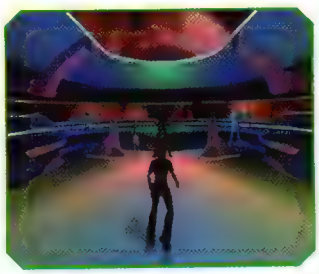
Pick up columns and attempt to throw them into the Aurelians. It takes some practice. Have some fun and then finish the test by knocking the opponents out.



THE OVERLOOKED POWERS

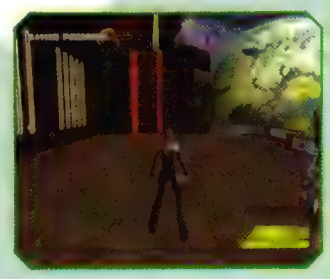
Lift may be the focus of the training, but the Jump and Melee powers shouldn't be overlooked. Jump allows Gideon to leap higher and perform special dodge maneuvers. Melee slowly transforms Gideon into a fierce fighting machine. Don't ignore these very important powers. Advance them by jumping and attacking with punches and kicks often.

Leave the dojo when the training is complete. Take a right and go up the ramp. Enter the next hall and go right again wandering all the way to the top. Step into the room on the left to continue the story.



INFILTRATE THE DESTROYER 02

The Aurelians and Gideon find themselves on the outside of the Seeker Destroyer. Gravity is low, so Gideon can jump extremely high and float back down. Be extremely careful not to fall off the ship and into deep space when leaping.

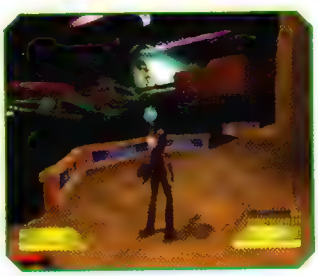


Ride up the elevator on the right to the higher ledge. Duck into the nearby hall and gather a **Stalker** and **Acolyte** from the gun racks. Turn on the enemies and use Lift to pick them up and hurl them into space.

Flinging Enemies

Don't try to carry the enemies over the side of the ship. Lift them up and push in the direction you want them to go. Release the Lift power while still pushing to the side to hurl the enemy in that direction. Make swift movements. Grab the enemy, flick the thumbstick to the side, and release. This is like Flick-Targeting. Once you snag an enemy and want to hurl them, flick the thumbstick in the direction in which you wish to toss them. It's a great way to clear a path!

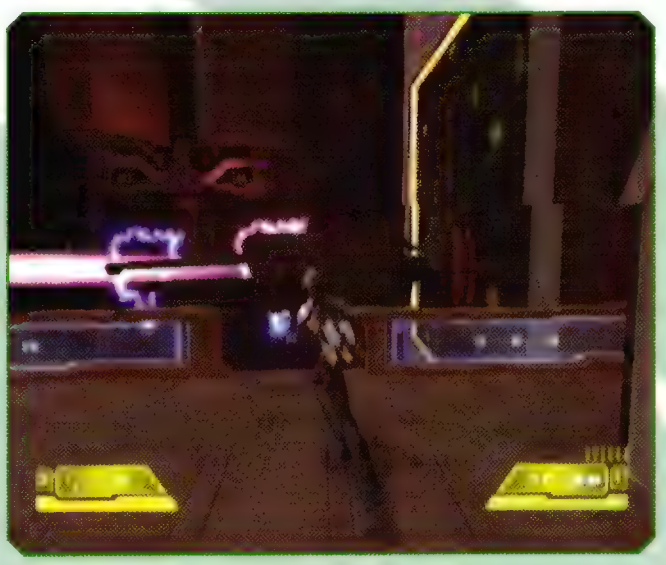
Cross the ledge and use the second elevator. Continue grabbing enemies and chucking them off the side. Use guns only when absolutely necessary.



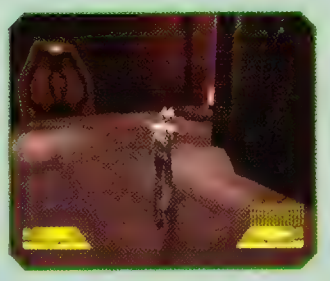
HEALING POWERS

Gideon no longer requires medical panels to restore his health. Find a safe spot and stay out of the action for a few seconds. His body begins to repair itself so long as he avoids further damage. Look for alcoves or objects that might offer cover whenever Gideon needs to rest.

Continue across the ship and up the ramp. Pass the tunnels to a gap in the path. Jump onto the destroyer's gun and then to the ledge beyond it. Time the jump carefully, or Gideon takes a bit of damage when the weapon fires.



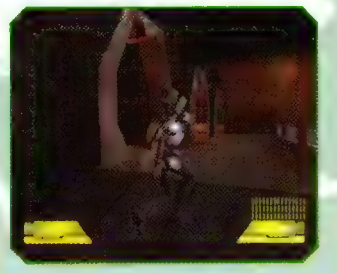
Run around the platform and be prepared for Seekers to appear from nearly every doorway. The path comes to a dead end at a large control panel. Use the panel to create a bridge across the gap. Get over the bridge before it can retract and be ready for enemies to appear on the far side. This is a good time to use a weapon instead of Lift, since several enemies close in on Gideon at the same time making it hard to fling them all away.



Continue going around the outside of the ship and enter the green door at the end.

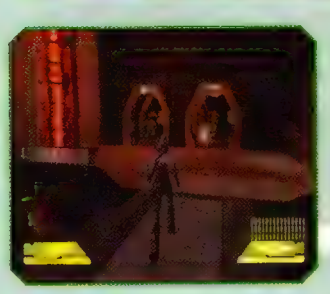
Keep pushing through the enemy troops and over the next gun. Leap all the way over this weapon to the ledge on the other side. Don't bother trying to land on the gun, since the short distance can be problematic.

Use the elevator at the end. There are three tunnels at the top. Duck down and pick off the Seekers that emerge as Gideon moves forward. Pass through the tunnels and use the elevator on the other side.



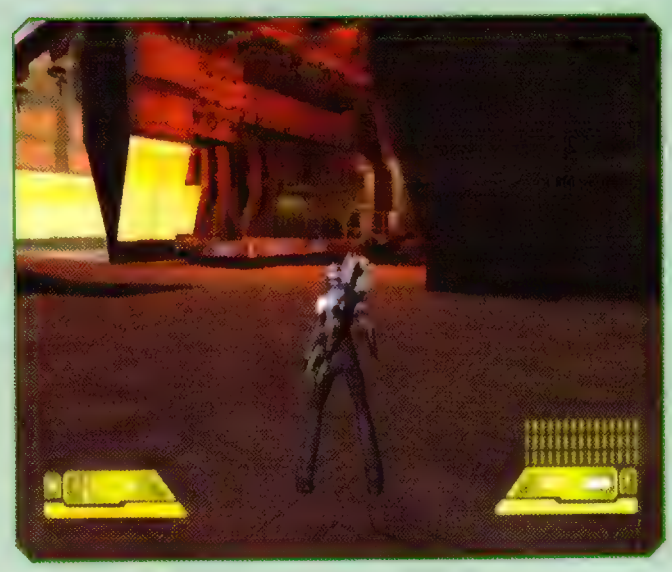
Get moving as soon as the elevator stops. The area is swarming with Seekers. Gun them down rather than attempting to toss them over the edge. The machinery along the edge tends to block airborne Seekers.

Activate the panel on the wall and cross the bridges that appear. Use the elevator at the end and be prepared for several enemies at the top. Travel around the side of the ship, over the guns, to the next elevator. Beware of an attack from the front and rear just before reaching it.



Go up a level and extend the next bridge at the control panel. Watch for two Seekers to charge out of the doors on the far side. Get off the bridge fast to avoid being knocked into space.

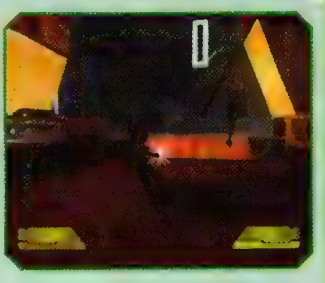
Use the elevator to the side once the Seekers are gone. Run around the ledge to find a huge room and a menacing foe.



DISABLE THE BRIDGE 03

Gideon gains the Surge power at the start of this battle. Use it to knock enemies over or to move objects blocking Gideon's path.

The Seeker Elite is nearly impervious to all types of weaponry, but not to Surge. Charge the power fully so it's ready to release and wander near the enemy. Perform a dodge when the enemy lunges and release the built up Surge power while the enemy's attacking. The Elite is unable to block the power and suffers serious damage.

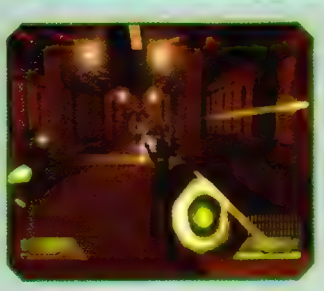


Time Out

Lift and hold the Seeker Elite if Gideon ever needs to rest. The Elite should be immobilized long enough for Gideon to heal completely.

Things get crazy once the Seeker Elite falls. Seekers begin to flood the room from all sides, but several Aurelians also arrive to assist Gideon. Continue to use Surge to level the Seeker groups and grab their weapons when possible. Don't rely on Surge too much. A solid mix of weapon fire and the Surge power is the best strategy.

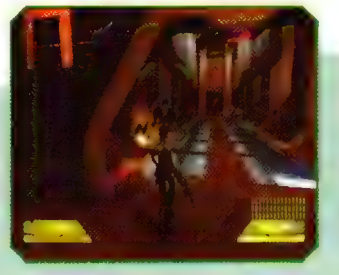
Exit through the door on the right at the back of the room after reloading. Gideon and his companions pass through several rooms with a few Seekers in each. Charge Surge before entering each room and unleash it on the enemies. Clean up with weapon fire, fists, or more powers.



The action doesn't get intense until they reach a two-story room. Back up into the previous room and fire through the doorway to avoid being surrounded.

Continue to a room with a short bridge over a seemingly bottomless pit. Use the elevator on the right wall and prepare for a major battle. Charge Surge on the way up and make sure Gideon has plenty of ammunition.

In mere moments the hallway is flooded with various Seekers. Hang back and let them come forward. Don't release the charged Surge immediately. Use weapons to take down the enemies and save the Surge for a desperate situation where Gideon is surrounded.

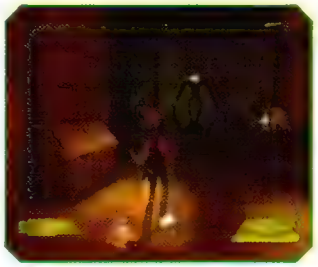


Eliminate the first full wave and charge into the hall. More and more Seekers continue to flood the area. Duck into the alcoves to rest when needed. Remember to gather ammunition from fallen Seekers, or Gideon runs out fast.

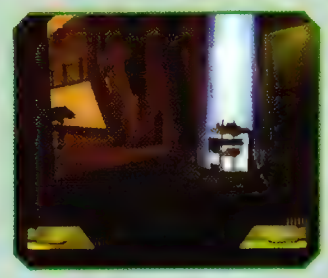
Keep fighting until the last of the Seekers lies dead on the floor. Backtrack nearly all the way to where the Seeker Elite was located.

LOCATE ENORYM 04

Charge Surge and unleash it on the enemies in the next room. More Seekers enter through the back door when the initial pair is eliminated. Gather their weapons and advance into the hall.

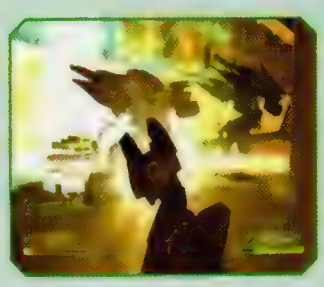


Defeat the Seekers in the hall and gather two **Discords** before passing through the next door.



Gideon enters a large hangar with three Seeker Shock Troops and lesser enemies. There's only one easy way to win this battle. Use the walls near the blue energy beams as cover and lure the Shock Troops toward them.

Jump out when the enemies are close and use the Discords and Surge to push them into the beams. The devastating power of the beams can destroy the Shock Troops with a single hit.



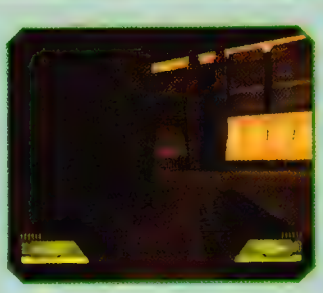
Hide and Go Seek

Look for a small indention between the outer wall and the divider next to each energy beam. The space is just large enough for Gideon to hide from the enemies. The Seeker Shock Troops should march all the way up to where Gideon is standing, which makes it very easy to push them into the beams.

The central pillars open revealing hidden Seekers and weaponry when the initial enemies are gone. The doors at the back of the room also open allowing two more Seeker Shock Troops to converge on Gideon's position.

Get to the pillars and collect two **Fury** launchers. Defeat the lesser enemies first. Find a spot near the doors where Gideon can see the Seeker Shock Troops, but has a wall to hide behind between shots.

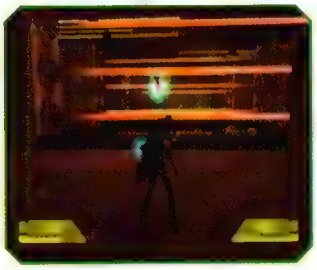
Duck in and out and fire on the remaining enemies. Their rockets are powerful, so line up the shot before stepping into the open. Take one or two shots and duck back behind the wall.



Continue through the next room to where two Seeker Elites wait for Gideon. Rearm Surge and charge it up. Dodge the Seeker Elites as they lunge and unleash Surge while they're attacking and unable to defend. Pay very close attention to Gideon's health. Duck outside of the room to heal rather than backing into a corner.

Elite for a Reason

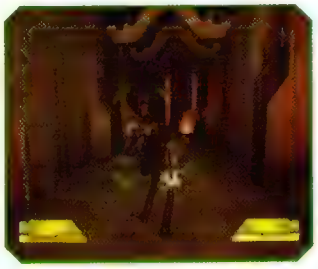
The Seeker Elites aren't completely invulnerable to melee and weapon attacks, but darn close. They can even reflect Gideon's shots back at him (even rockets). Shoot if you must, but watch out. It may be Gideon that's taking all of the damage.



Go through the armory to find a room full of laser barricades. Equip Lift and toss the enemies throughout the room into the laser walls to defeat them with ease.

Zigzag through the hall and prepare for a flood of Seekers at the end. Back up and force them into the nearest barricade, or gun them down as they approach.

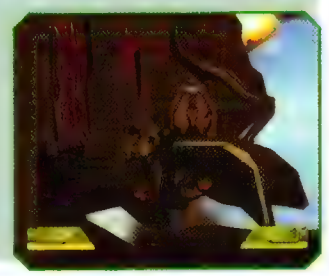
Run through the last few hallways to find Enorym.



FLEE THE DESTROYER 05

The Seeker Destroyer begins to come apart. Backtrack through the door, but take an immediate right. Follow the halls to a part of the ship that's been ripped open. Fight against the wind and continue to the left.

A huge chunk of the ship rips through the next room as Gideon enters. Jump over the huge hole in the floor and keep moving.

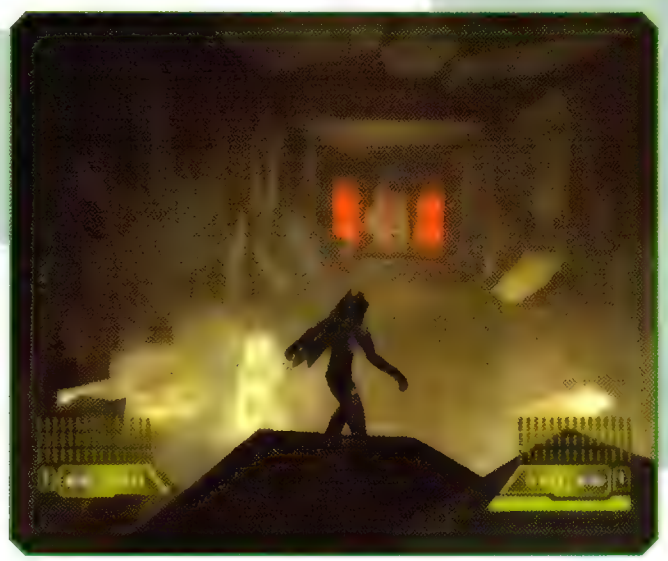


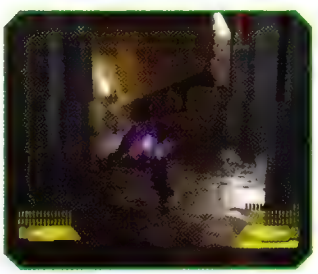
Run through the next few rooms without stopping to escape the destruction.

FIND THE SURVIVORS 06

Proceed down the ruined hall and collect the **Darkfire** rifles at the start. One is sitting on top of the upside down supports and the other is under the water near Gideon's feet.

There's no need to jump over the pit that lies ahead. Drop into it to reach the floor below. Turn around and continue down the hallway passing under the starting point.

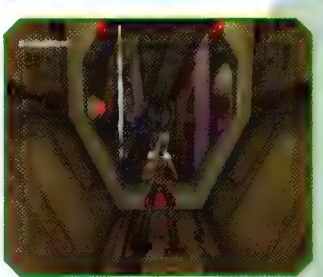




The first signs of life are in the room ahead. Go in with guns ready. Defeat the Seeker and jump up to the door at the back of the room. Use the fire to your advantage and finish the Seeker off quickly.

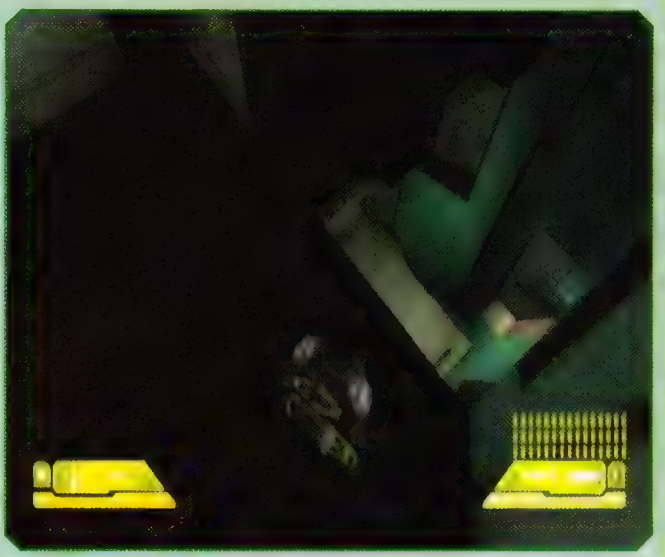
CLEAR THE BOXES

There's a large stack of boxes below the door. Use Surge to knock them out of the way if necessary.

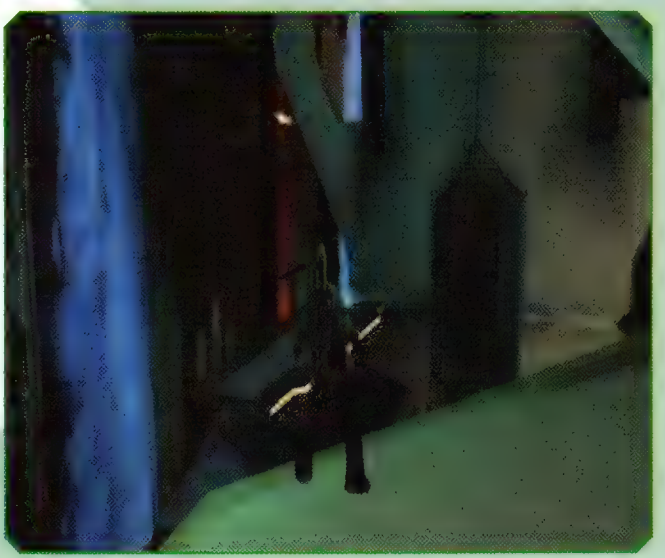


The door at the opposite end of the short hall is locked tight, but a Seeker is kind enough to remove it from its hinges. The room behind it is several stories high and there are Seekers scattered throughout.

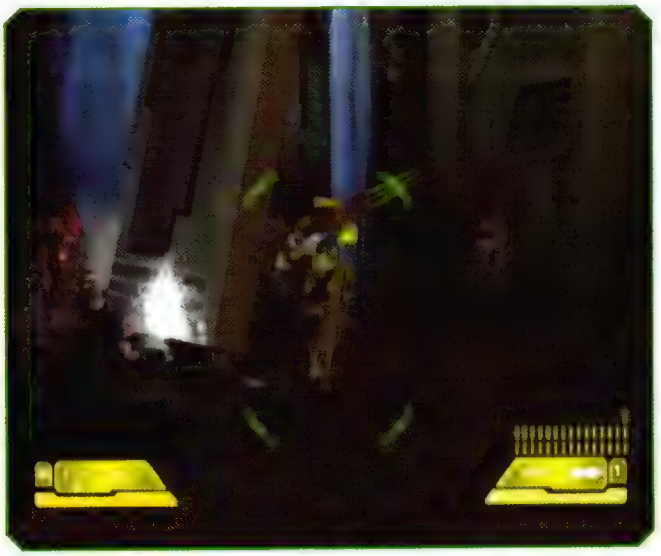
Walk down the short ramp and onto the platform to the left. Take a right on the platform and look over the edge to find a small gray platform sticking out of the wall. Drop down to this ledge.



Jump from the gray platform to the slanted platform in the center of the room. The platform is loose and begins to fall as soon as Gideon lands on it. Immediately jump straight up, so the platform slides away without dragging Gideon along.



Slide down the side of the last structure to reach the floor. Defeat the enemies lurking behind the rubble and climb up to the door in the wall.



Making a Step

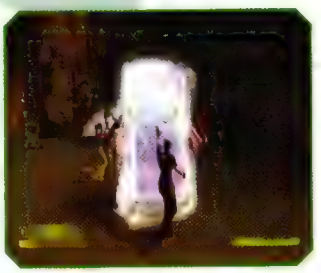
Use the boxes as a step to reach the ledge where the door is located. Try tossing one of the boxes near the ledge with Lift if the jump is too difficult.

Go down the final hallway to find the survivors and set them free before the ship sinks.

TRAVEL TO ARNYSS 07

Gideon gains a new power, Negate, as this level begins. With it he can create an energy shield, which can be carried or placed in one place. The shields cannot be destroyed and never expire. As Gideon gains experience with the power he'll be able to create multiple shields and place them as barricades.

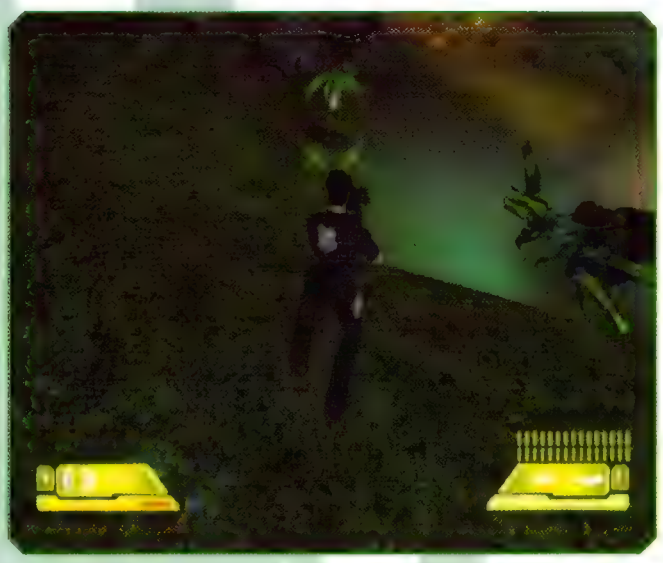
Don't wait to put Negate to use. Immediately equip the power and create a shield to block enemy fire. Stay behind it and use Lift to bring one of the attackers to Gideon. Defeat the enemy with Gideon's fists and take its weapon. Help the others finish off the attackers.



Practice Now

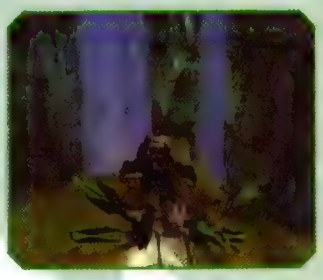
Practice this skill by creating Negate shields while walking between battles. Work this skill as much as possible right away, so Gideon can begin creating two and three shields at a time. It advances quickly, so Gideon may even reach Level 2 or 3 by the end of the level.

Climb the hill that's not far ahead to sneak up on a pair of Seekers next to a Seeker Tank. Hop down and commandeer the tank.



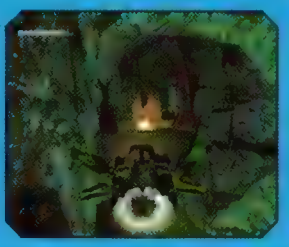
Proceed through the valley blasting enemy tanks that stand in the way. Glide back and forth while firing to dodge enemy attacks.

Take the tank up the hill at the end of the short river and across the natural bridge to the cave. The tank is too large to actually go into the cave, so it must be abandoned.

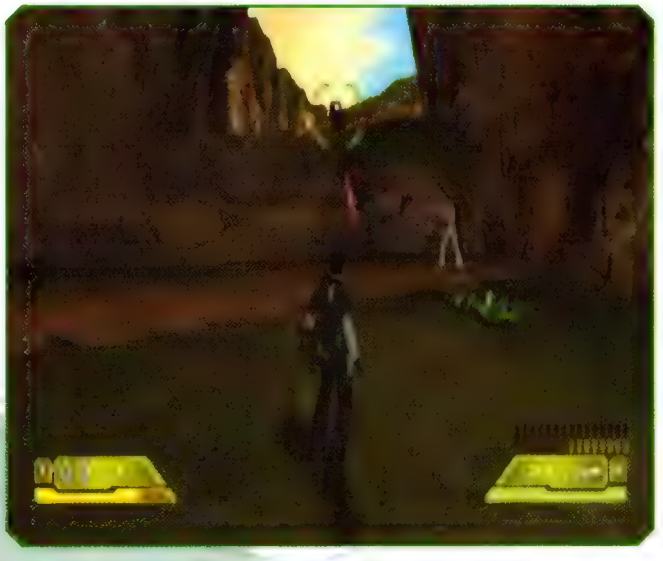


Don't Part Too Fast

The Seeker Tank can't enter the cave, but it can still target the enemies inside. Drive right up to the cave's mouth and blast anything that moves before abandoning it.



Battle through the cave and climb the steps at the end. Drop down to the hills on the other side.



The situation gets serious. Seeker Dropships pour into the area and begin firing their missiles. Use Negate to create a shield and hold it while facing the incoming enemies. The shield should protect Gideon completely unless a missile somehow manages to get around it. Wait on the beach until help arrives.

Chapter 5

Crossed Lines

Objectives

01 Capture the Traitor Kchell
- Kill Kchell's Guards
- Pursue and Capture Kchell
- Defeat Barrakka Bahma

02 Uncover the Secrets of the Temple Shrine
- Proceed to Tunnel Entrance
- Proceed through Tunnels
- Proceed to Temple Entrance
- Proceed to Lower Temple Annex
- Stave off Seeker Ambush
- Proceed into Temple Shrine
- Find Entrance to Seeker Stronghold

03 Cross the Seeker Stronghold
- Use Console on Lower Level to Open Door
- Proceed with Aurelians across Upper Hangar
- Use Cargo Lift to Access Lower Hangar

04 Reach the Orbital Relay Generator
- Defend Aurelians while they Open Door
- Proceed Across Hangar
- Proceed to Orbital Relay Generator

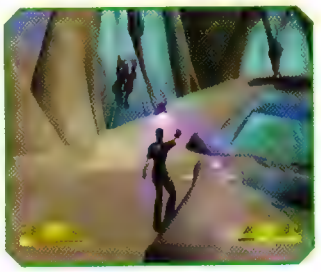
05 Permanently Disrupt Seeker Communications
- Use Four Consoles to Reverse Beam Polarity
- Proceed to Orbital Control Center
- Use Console to Focus Beam Relay
- Survive until Fleet Arrives

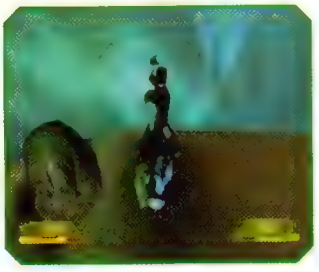
06 Remove the Traitors from the Aurelian Senate
- Destroy Rebel Guards
- Proceed into Senate Halls
- Kill the Traitor Banath
- Survive until Help Arrives

Capture the Traitor Kchell 01

Gideon gains another power, Aeon Pulse. It allows him to shoot energy bolts from his hands, which is very handy when there are no weapons around (such as now).

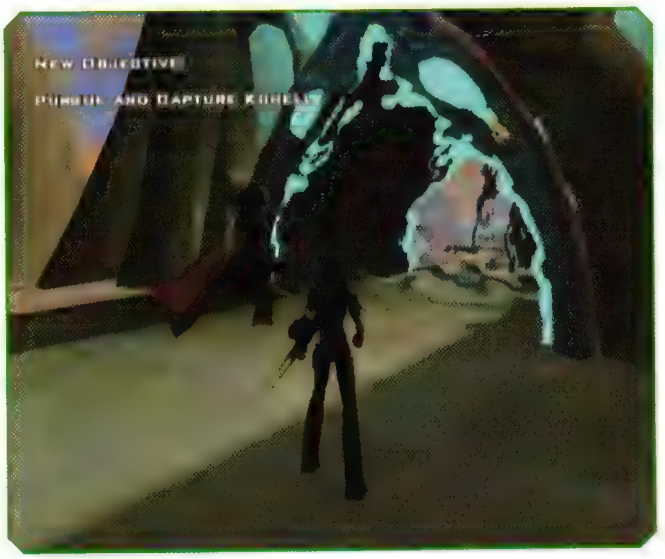
Equip Aeon Pulse and Negate. Begin blasting the Seekers around the room. Use Negate when Gideon is being surrounded and needs to force the enemy back.



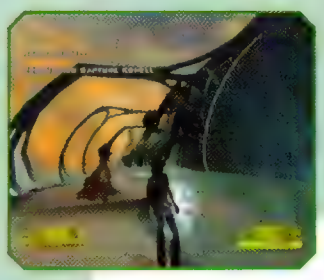


Don't rely too heavily on Aeon Pulse. Force the Seekers into a defensive posture and split their skulls with jump attacks.

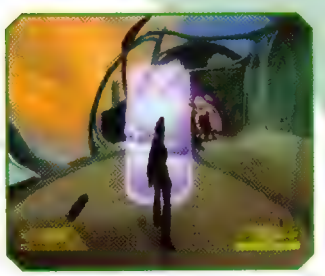
Go after Kchell once all of the Seekers in the room are defeated. He sprints away down a side hall. Don't enter the first hall without equipping and charging Surge and having a weapon in the other hand that's ready to fire.



Make a charge at the first two enemies and blast them with Surge. Collect the ammunition from their guns and watch for more enemies at the end of the hall.

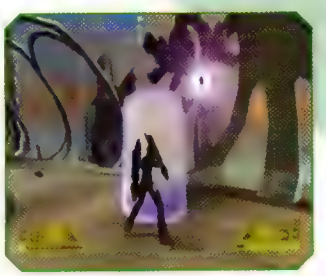


Recharge Surge and begin unloading on the advancing troops while continuing to push forward. Save the Surge until the enemies are in Gideon's face. Don't advance too quickly, or Gideon will reach the end of the hall before the door has unlocked.

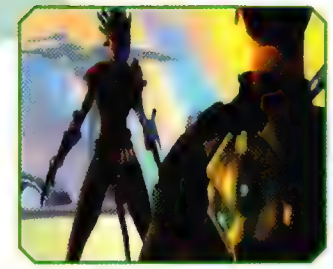


Watch the enemies very carefully, as some are using Fury launchers. Pay attention to where these guns fall. Collect them as soon as Kchell flees through the next door.

A Seeker ship fires missiles into the hallway. Quickly switch from Surge to Negate and protect Gideon with a shield. Get through the door and Gideon won't have to fight the ship, but make sure to collect as much **Fury ammunition** as possible.



A bounty hunter, Barrakka Bahma, waits for Gideon at the end of the platform. This enemy is very tough and requires a very specific strategy.



Use Negate to create a shield. Place it on one of the bumps at the edge of the platform closest to the loop at the end. Barrakka Bahma is no fool and shoots under the shields if Gideon tries to stand behind them. The bubble-like objects offer complete protection when a shield is placed on top of them. Gideon can hide there for a few moments to restore lost health safely.

Attack the bounty hunter with Surge and eventually it retaliates by leaping into the air and crashing down on the platform with explosive results. Back up to avoid the explosion and rush forward after the blast. Hit Barrakka Bahma with Surge to knock it off the platform. Be quick! If you take too long to strike, the bounty hunter recovers and is no longer susceptible.

Immediately get away from the end of the platform when successful at knocking the bounty hunter over the side. Stand in the wide space near the door. The enemy reappears on a ship and launches a devastating attack along the length of the platform. The explosions are powerful enough to toss Gideon over the edge if he isn't in the safe area by the door.

Stay put and wait for the ship to disappear only to reappear near the door. Use Negate to create a shield to protect Gideon from the bounty hunter's gun fire. Target one of the two engines on the ship and blast it with the Fury until it explodes.

VANISHING ACT

The ship moves around if one of the engines isn't destroyed quickly. Look for it to appear on the opposite side of the platform, which means a new shield must be created.

The ship dips out of view after being damaged and Barrakka Bahma returns to the platform. Create a shield and carry it back to the loop or Gideon is chewed to pieces. Continue the battle in the same manner. Repeat the first step and destroy the second engine on the ship.

The process repeats one last time. Perform the same steps, but target Barrakka Bahma on the ship. Three hits with the Fury and the battle is over.

UNCOVER THE SECRETS OF THE TEMPLE SHRINE 02

Run across the shallow water toward the laser tower in the distance. Continue on to the small steps near the waterfall. Seekers attack at the base of the steps. Assist the Aurelians in defeating them.

Climb the path along the mountain wall, which starts between the two lights ahead. The path seems to end at a landing pad. Turn around to find that the path continues on the left.

The cave ahead is well guarded. There are several Seekers and a Seeker Shock Troop. Grab a weapon from the Seekers and join the others in eliminating the heavier enemy. Don't worry about finding a Fury if Gideon doesn't already have one. The combined fire of the Aurelians and Gideon should bring the armored beast to its knees in no time. Run to the top of the cave after the battle.

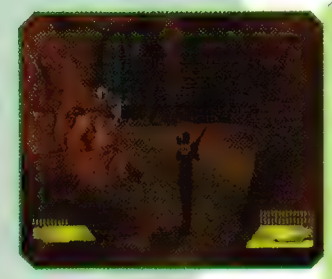
HOMESICK

Gideon begins with his H.A.Z.E. pistol equipped. It's a nice reminder of home, but very impractical. It's unlikely that he'll be able to find a reload anywhere in the near future. Use it at the start of the level. Destroy the Seeker Shock Troop with its secondary fire and then seriously consider dropping it. Feel free to keep it, but it eventually becomes a handicap.

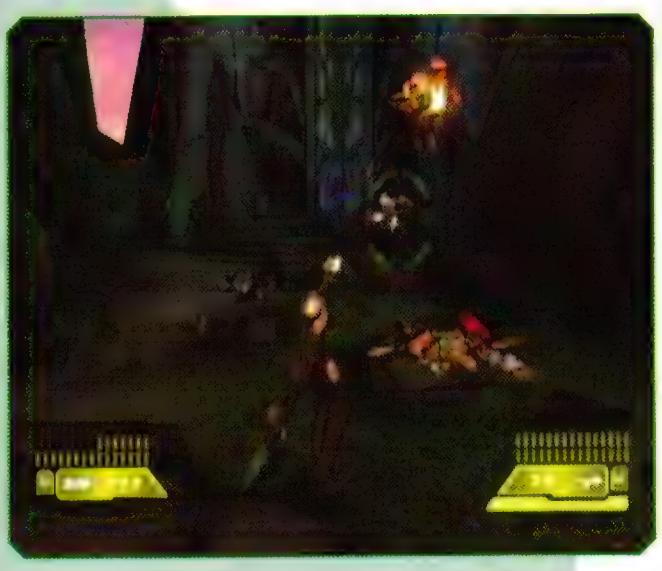
Defeat the Seeker on the ledge over the start. Check the boulder on the ledge to find a **Stalker**. This is the perfect weapon for this area. Use the scope to zoom in on Seekers from a distance and shoot them in the head for quick kills. Gideon can get up the hill without ever having to come close to an enemy.

The top of the hill is the real problem. A Seeker Shock Troop and a pack of other Seeker types are waiting for the Aurelian invasion.

Use the large boulders just below the enemies for cover. Pick off the Seekers as they come down the hill, but keep firing on the Shock Troop otherwise. Ditch the Stalker at this point and grab something that's a little easier to use like a Darkfire or Kaull.



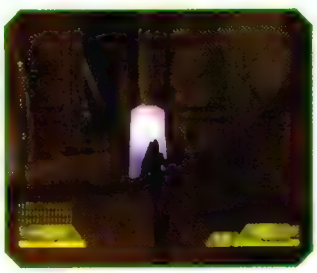
Keep fighting and advance up the hill once the Seeker Shock Troop has been eliminated. Take on the remaining troops at the top of the hill where they appear.



Grab the **Darkfire** from the pillar that's near the start. Follow the halls to a large room with a pit in the center. Grab the enemies with Lift and chuck them into the pit. Hop across when the room is silent.

Push through the next hallway to a tall room with a thin ledge running along the wall. The camera shifts to show the room from the top down. Run along the thin ledge and over the corners to get to the bottom without taking fall damage.

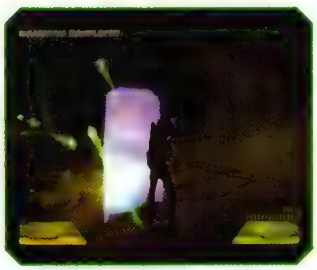
Charge up Surge on the way down and unleash it on the enemies at the bottom. More enemies pour into the room from the hall in the corner, so be ready to react.



Follow the hall into the next room with a rocky bridge. Hop the small gap and run to the doors at the end. Turn and quickly place a Negate shield to protect Gideon from the swarm of Seekers flowing into the room.

Into the Abyss

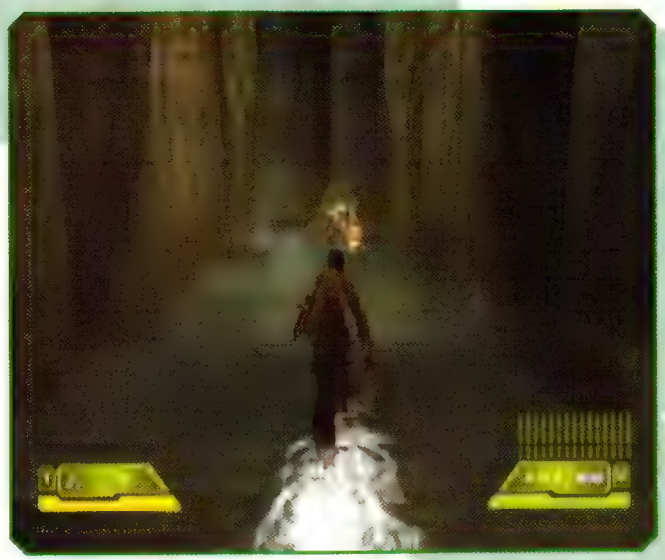
Place the shield as far back as possible while giving Gideon a little room to maneuver. The bridge is very unstable and about to collapse. Put the shield too close to the edge and it may be the end of our hero.



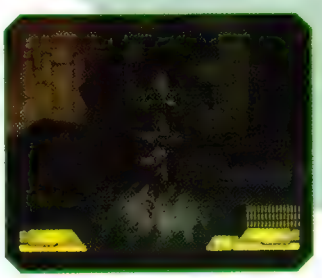
Duck in and out while firing on the enemies. Get behind the shield whenever Gideon needs to rest. Watch for the "objective complete" signal indicating that the doors behind Gideon have unlocked. Leave the room and ignore the Seekers that continue to enter on the opposite side.

Gideon gains another power, Timeshift. It can be used to zip across a small section of space in the blink of an eye and ram into an enemy. It's perfect for dodging attacks, or initiating melee combat. Timeshift can also be used against enemies that are on a different level than Gideon, to reach otherwise unreachable areas. Start practicing with it right away to unlock the Time Damp mode.

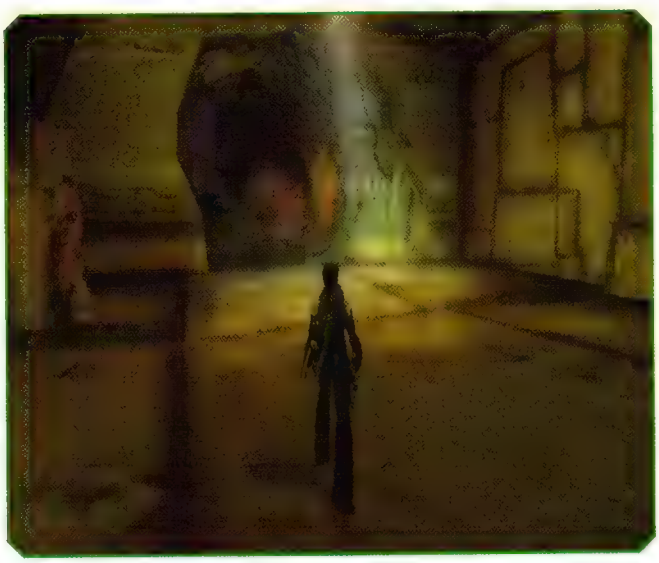
Look for a passage to either side of the hall at the bottom. There are Seekers waiting at the back, so have a weapon equipped. Be careful when using Timeshift not to drop Gideon into a pack of enemies. They may chew him up as he recovers from the impact.



Fight through the hall and into a second large room. Defeat the Seekers near the door before going in too far. Cross the room and a large section of the wall explodes revealing a small Seeker ambush.



Chuck a grenade into the enemies before they can separate. Pick them apart and then enter the cave-like hallway in the corner. Approach the lighted door at the back.



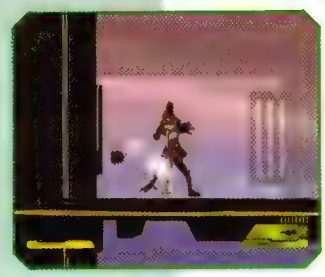
CROSS THE SEEKER STRONGHOLD 03

Cross the catwalk to the open elevator in the far corner. Ride down to the floor below. Eliminate the Seekers hopping around the room and then use the console in the center to unlock the door above.

Intercept

A very cool feature of the Timeshift power is that it can be used while jumping. Target an enemy below and leap from the catwalk. Use Timeshift before he hits the ground and Gideon won't suffer fall damage. The same can't be said for the unfortunate enemy. Timeshift can also be used to knock enemies out of the air. Try using it as a Seeker leaps forward.

Return to the top and join the Aurelians. There is a **Stalker** next to the door. Grab it before leaving the room. The bridge outside is under fire from Seekers on a second bridge. They're too far away to be targeted. Use the Stalker to pick them off quickly.



Race to the structure in the center of the bridge and grab a **Fury**. A Seeker Dropship appears and begins to fire at the Aurelians. Shoot the ship down with the Fury, but time the shots carefully. This ship moves around more than others. Wait for it to come to a complete stop before firing, or the rockets are likely to miss their mark.

The door on the opposite side of the bridge unlocks once the ship is destroyed. Use what Fury ammunition remains on the Seekers in the glass tunnel. Be sure to stay on the metal parts and not on the glass, since the rockets destroy nearly every pane.

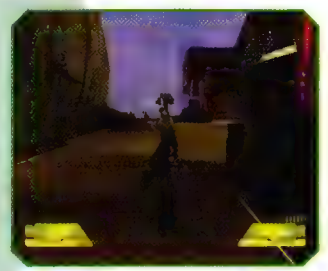
Proceed to the elevator at the end. Charge Surge while waiting for the elevator to arrive and unleash it on the Seekers that come with it.

Ride up and wipe out the Seekers at the top. Follow the walkway behind the elevator to find another Seeker Dropship in the process of unloading troops. Grab a **Fury** from the nearby rack. Create and carry a Negate shield after targeting the transport. The shield will stop the ship's missiles while Gideon shoots it down.

Watch that First Step

Be very careful if using Timeshift in this area. Many enemies hang out on the edge of the walkway. Timeshift can knock the enemies into the abyss behind them, but it may also carry Gideon right over the edge. Lift or Surge is a much safer choice in this instance.

Continue past the second elevator to find a Seeker Shock Troop and several lesser units. Blast the Shock Troop with the remaining Fury ammunition and then clean up the others. Rapid rocket fire may even knock the Shock Troop over the edge.



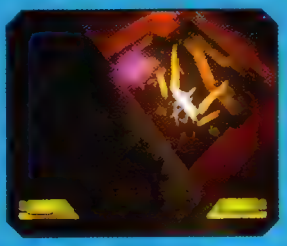
Activate the panel along the side once the area is clear. The huge lift slowly begins to descend.

REACH THE ORBITAL RELAY GENERATOR 04

Enter the room and begin defeating enemies. Timeshift is great in this area; it allows Gideon to cross gaps and ascend ramps in the blink of an eye. Fight off the Seekers that charge into the room until the Aurelians are able to unlock the door at the bottom.

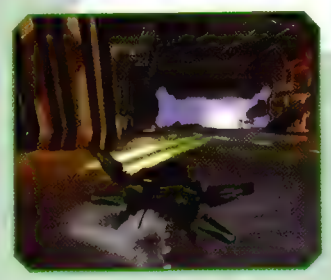
Deadly Pit

There's a pit at the back of the room that looks harmless enough, but the bottom is electrified. Avoid falling into it, but consider throwing enemies over the edge

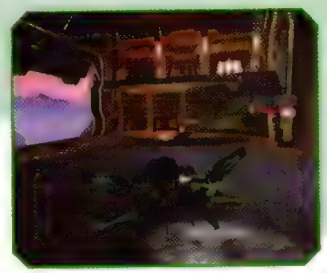


Pass through the door to the hangar area. Dart across the room and board the Seeker Tank sitting near a Seeker Shock Troop. Immediately turn its guns on the Shock Troops, Seeker Tanks, turrets, and Seeker drop ships in the hangar.

Keep moving while firing. Slide back and forth to dodge enemy fire. The tank must survive for an extended period of time, so defense is crucial. Look for enemies on all sides. The Seeker Dropships are the most dangerous enemy, but they're difficult to target. Quickly wipe out the enemies around them, so the tank can get a lock.



Exit the tank once the flow of enemies has been reduced to a few Seekers. Ascend the ramp at the back and enter the hallway in the corner. The hall is protected by one last Seeker Shock Troop. Defeat it and go through the door at the end.



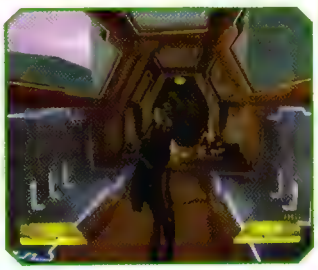
Be Prepared

Collect two Fury launchers from the Seekers corpses before leaving the hangar. Gideon doesn't need them right away, but they'll come in handy very soon. Try to use Timeshift and melee attacks or Surge in the meantime.

Coming Through

The Seeker Tank can be driven up the ramp and along the narrow ledge to the hall in the corner. Give it a try. It makes destroying the last Seeker Shock Troop much easier.

Cross the glass bridge and be ready for several Seekers to attack from the end. Charge up Surge while entering the bridge and use it to wipe out the Seekers when they appear. Two more enemies follow, so be ready. There's also the chance that a Seeker or two may attack from behind if they follow Gideon from the hangar.

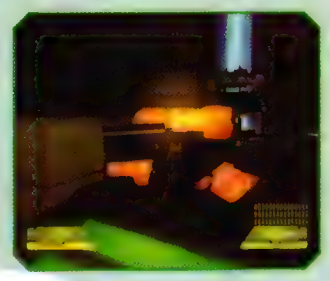


Get off the bridge when possible and use the elevator at the end of the hall.

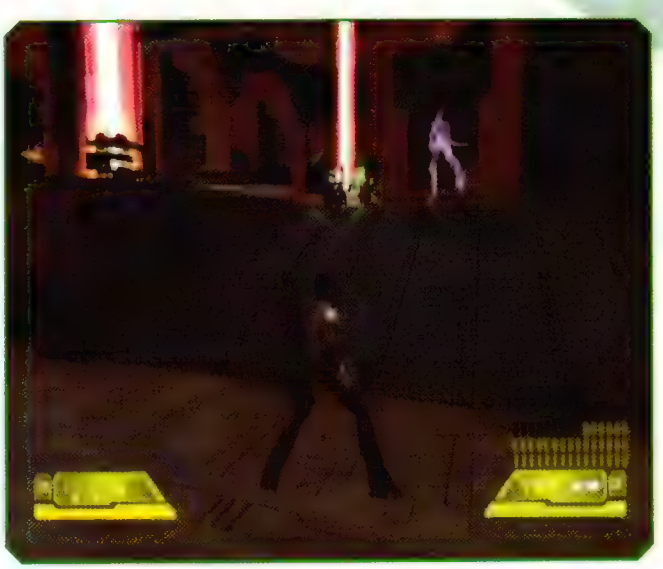
PERMANENTLY DISRUPT SEEKER COMMUNICATIONS 05

Proceed into the room at the top and whip out those Fury launchers if Gideon has them. Level the Seeker Shock Troops on the bottom floor and the lesser enemies that are running with them.

Climb a ramp on either side when the floor is secure. There are four very large enemy beams, each with a console, on this floor. Use the closest console to reverse the beam's polarity.

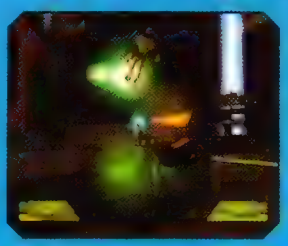


Gideon's actions trigger a swarm of Seekers from the center of the top floor. Fight them off and then reverse the polarity on each of the remaining beams.



Fried Lizards

Lift is very handy here. Grab the toughest enemies and carry them into the energy beams. Even the strongest Seeker can't survive.



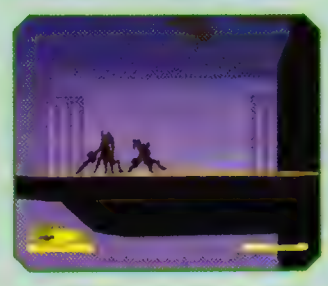
Fend off the last wave of Seekers and then enter the hallway in the center of the top floor. The next room contains a Seeker Shock Troop and two turrets. The enemies within the room are optional. Fight them if you like, or dash across the room and through the doors on the opposite side.

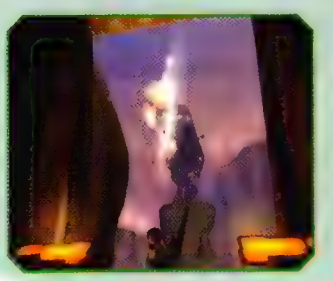
Return to Sender

The Negate shield protects Gideon and causes enemy attacks to ricochet around the room. This effect can be used to destroy the turrets with a little patience if Gideon is low on ammunition. Use Timeshift to get right next to the bottom turret. Place a Negate shield just in front of the turret's guns and stand there. The turret fires into the shield damaging itself and eventually shutting down. Use a Charge Jump to reach the top turret and repeat. It isn't a fast process, but it's effective.

Enter the large hall with Surge fully charged and use it to mow down the enemies near the door. Cross the great hall and collect a Stalker from the rack near the far door.

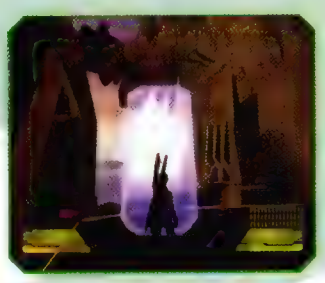
Step outside and take aim at the snipers on the landing platform in the distance. Act fast. Other Seekers are rapidly approaching.





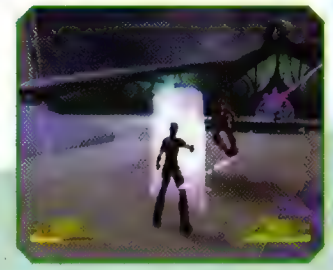
Cross the narrow natural bridge to the Orbital Control Center. Use the lift inside the building to reach the second floor. Defeat the Seeker guard and activate the control panel to focus the beam relay.

Return to the ground floor and fight until the fleet arrives. Gideon must survive the attacks, so use Negate and hide out if necessary.



REMOVE THE TRAITORS FROM THE AURELIAN SENATE 06

Gideon is weaponless, but still has use of his powers. Equip Negate and Lift. Hurl the enemies over the edge with Lift and keep them off of their feet. Negate can be used to create a protective barrier when Gideon needs to heal.

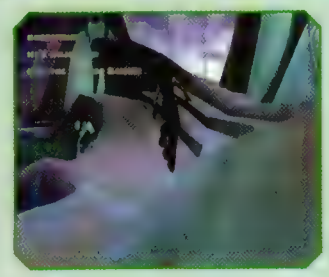


Get close to the attackers and set a shield or two on the ground. Continue to Lift and hurl enemies over the side until they cease to enter the area.

Proceed through the doorway with Surge fully charged and Negate equipped. Blast the initial assault with Surge. Place a couple of shields on the right side of the hall and stay behind them. Let the guards come to Gideon and blow them down with Surge. Keep at it and progress when the enemies stop coming.

Gideon gains a new power, Shatter, as the next battle begins. It fires ice shards from his hands that stick to enemies and explode. It's a great way to force a shielded opponent into the open.

Rush to the highest point at the top of the chamber. There's a ledge there that overlooks the rest of the senate. Gideon can fight from this point without being an easy target.

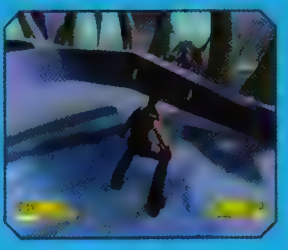


Equip Lift and Shatter. Grab Banath and hold him over the center of the chamber. Unleash as many shots of Shatter as possible into Banath while he's helpless, and then chuck him into the floor before Gideon's power runs out.

Other enemies attempt to reach Gideon. Grab them and hurl them into the center of the room while waiting for Banath to climb back to the top.

Duck and Cover

The small ledge offers plenty of protection from the gunners below. Duck down and Gideon can't be targeted unless the enemies run onto the platform. It's the best way to avoid combat whenever Gideon needs to recover lost health.



Use Surge and Negate to fight off the guards in the hall. Gideon is trapped in the long hallway, so there's nowhere to hide. Hold a shield and back up against a wall for a bit if he needs to heal.

Keep fighting until the four friendly Aurelians arrive. Continue through the door at the end of the hall to escape.

CHAPTER 6

TURNING TIDES

OBJECTIVES

01 ASSAULT THE DEFENSIVE RAMPART
- STORM THE BEACHES OF TREIKKAR
- USE THE ELEVATOR TO ENTER THE DEFENSIVE RAMPART
- USE THE CONSOLE TO UNLOCK THE RAMPART GATES.
- PROCEED THROUGH THE RAMPART GATES

02 BREAK THROUGH THE DEFENSES
- PROCEED THROUGH THE TIDE POOLS
- BREACH FORWARD SEEKER DEFENSES

03 TRAVERSE VOLCANO RIM
- PROCEED ACROSS VOLCANO RIM

04 INFILTRATE THE SEEKER COMPOUND
- PROCEED INTO SEEKER COMPOUND

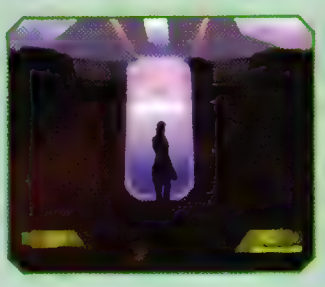
05 CONTINUE THROUGH THE SEEKER COMPOUND
- PROCEED THROUGH SEEKER COMPOUND
- MAKE YOUR WAY ACROSS VOLCANO VALLEY

06 REACH THE SEEKER CELL BLOCK
- INFILTRATE THE SEEKER DETENTION CENTER
- PROCEED ACROSS VOLCANO CORE
- NAVIGATE THE FALLEN ROCKS TO THE CELL BLOCK ENTRANCE

07 RESCUE MARIN
- FIND MARIN IN THE DETENTION CELL BLOCK
- DEFEAT THE CELL GUARDS
- PURSUE SKINWALKER
- DEFEAT SKINWALKER

08 ESCAPE FROM THE ISLAND
- FIND TRANSPORTATION
- ESCAPE FROM THE VOLCANO
- PROCEED TO THE SUB-STATION GENERATORS
- FIND TRANSPORTATION

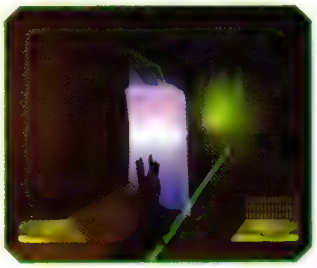
ASSAULT THE DEFENSIVE RAMPART 01



Use Negate to protect Gideon and charge forward past the barricades and into the thick of the battle. There are three open bunkers along the beach (those with a green outline). Stop in the bottom bunker to discover two **Darkfire** rifles.

Continue up the beach to the fortress. Seekers leap out of the defensive rampart to face Gideon on the ground. Create a Negate barrier and use Lift to drop the enemies into the lava pits. Look for an elevator in the center of the wall. Use it to reach the defensive rampart's entrance.

The defensive rampart is packed with Seekers. Stay near the entrance and blast the Seekers using the Shatter power to overcome their shields when necessary. Look for opportunities to chuck grenades among the Seekers to eliminate more than one at a time.

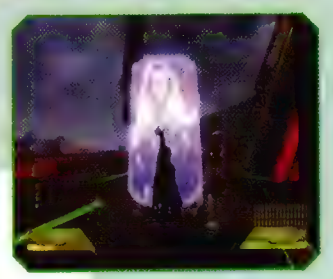


Friendly Fire

Keep Lift equipped at first. Use the power to grab enemy grenades and hurl them back into the room. All the Seekers in the rampart have shields and use grenades frequently.

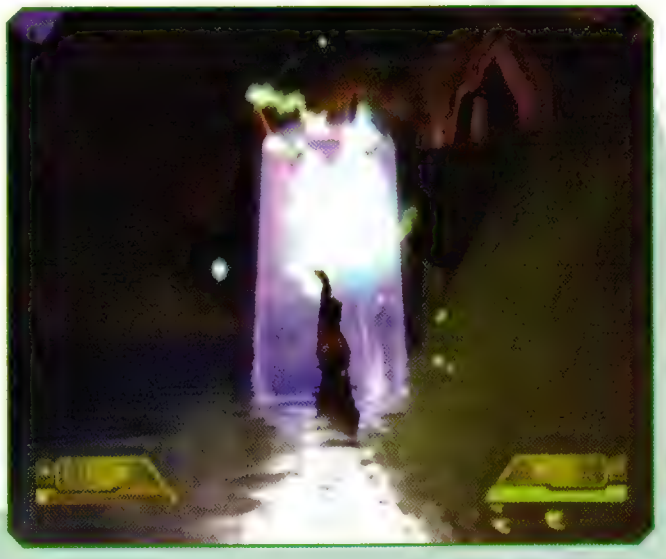
Activate the computer panel along the back wall to unlock the gates below once the Seekers are eliminated. Return to the elevator and then to the ground level.

Create and carry a Negate shield while riding the elevator back to ground level. Two Seeker Shock Troops have entered the area and are guarding the gate. Push past the first with the shield and duck into the gates. There's no need to fight.

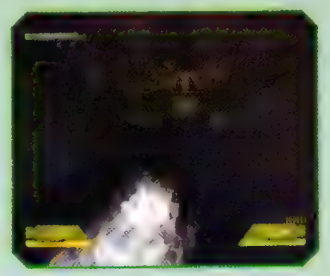


BREAK THROUGH THE DEFENSES 02

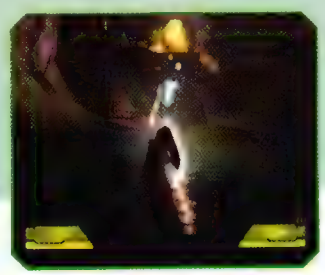
Pass through the valley to find a large turret sitting on a raised platform. Toss up a Negate shield and push forward until Gideon is below the turret. Check platform support column to find a pair of **Fury** launchers. Load up and use the weapons to destroy the nearby turrets starting with the one above.



Wade through the water and eliminate the twin turrets across the valley. Go in either direction, but be ready for a swarm of enemies. Have Surge fully charged and ready to release when the Seekers appear. It's okay to drop the Fury launchers and pick up other weapons for the battle, but try to get them back before moving on. Rely on Gideon's powers to defeat the enemies if possible.



Destroy the three turrets in the next section. Be on the lookout for an assault from the left side when looking deeper into the area. A Seeker Shock Troop and several lesser enemies are lurking in the shadows. Quickly reload the **Fury** using the supplies under the raised platform in the middle and level the Seeker Shock Troop.



Press on to the huge gate in the distance. Hit the Seekers with Surge or Timeshift to keep them off of their feet, but focus on eliminating the turrets to either side of the gate.

Climb the hill while fighting and hold off the enemy until Gideon can reach the gate. It cracks open allowing him to slip into the next area.

TRAVERSE VOLCANO RIM 03

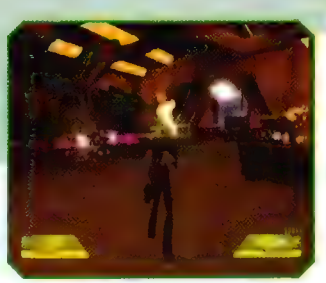
Follow the Aurelians to the right and battle across the bridge. Lift can be a very effective weapon when enemies are thrown into the chasm in the center. There are platforms sticking out everywhere, so don't be surprised if a few survive and get back to the top.

Go down the ramp at the end and enter the triangular door at the base. Carefully fight off the enemies while staying out of the lava in the center of the room. Look for an elevator in the alcove on the right. Use it to return to the outdoors.

Continue fighting off the Seekers while crossing the platforms. There's a turret just ahead. Pick it off from a distance after the Seekers have been eliminated. Climb down the broken platforms next to the turret to reach the rocks below. Enter the door in the building at the bottom.

The hall leads to a vehicle bay. Duck behind the boxes for cover and lob a grenade at the enemies across the room. Watch closely for any explosives hurled by the Seekers and back off fast. Use the elevator around the corner when the area has been secured.

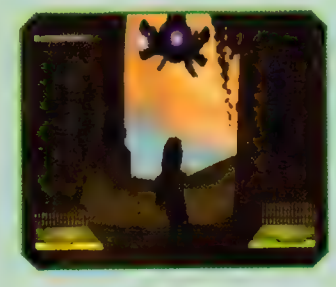
The second floor is packed with Seeker Shock Troops. Use any remaining Fury ammunition to tear them apart. Stay near the elevator and use the wall as cover if Gideon takes heavy damage and needs a moment to rest. A Seeker Dropship unloads more troops on the ledge outside. Hang back and pick them off to avoid being targeted by the ship's rockets. It should fly off once it makes the dump.



Access the panel on the outside ledge to create a bridge and cross the chasm. Go over the raised platform and follow the Aurelians over the far edge to the ledges below. Walk down the ramp and battle around to the front of the next building. Enter the huge double doors once they have opened (when all of the Seekers outside the building have been eliminated) and pass through the large hall and into the smaller hall on the right.

INFILTRATE THE SEEKER COMPOUND 04

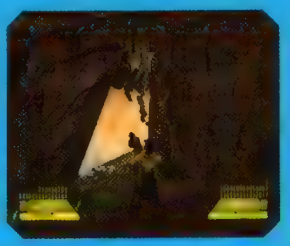
Gideon begins in a bit of a tight spot. Quickly get behind the boulders on the right and gun down the Seekers below. Cross the water and climb the rocks on the opposite side to reach the stone passage above.



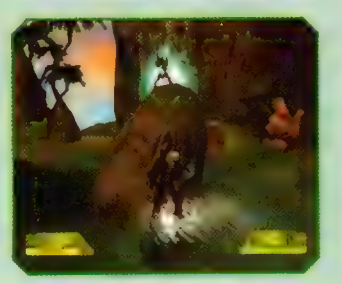
A Seeker Dropship appears as Gideon passes through the stone passage. Back up quickly and wait for it to drop off its troops. Destroy the Seekers that exit the ship, and then duck in and out of the stone passage while firing at the ship to decimate it if it doesn't fly off.

A Clear Shot

With enough ammunition it's possible to eliminate the ship from behind the rocks. Duck down so that Gideon can shoot through the stone passage at the ship. The walls should prevent the missiles from getting through.



The path ahead is well guarded. Use the rocks and trees as cover and hurl the Seekers over the cliff with the Lift power. Surge can also be effective in this situation.



There's a door set into the cliff wall ahead, but the entrance is heavily guarded by a Seeker Shock Troop and other units. Avoid a nasty fight by looking for a small passage in the rocks to the right. The floor is covered with blue ferns. This path allows Gideon to sneak below the troops. Jump up the wall and then dash through the door. The enemies may see Gideon and begin firing. Lift them off the structure and throw them into the abyss to clear the doorway.

CONTINUE THROUGH THE SEEKER COMPOUND 05

More Seeker Shock Troops are waiting inside the hanger. Look in the back left corner for two Seeker Tanks. Timeshift across the room and quickly leap into either tank, then use its guns to defeat the Seekers in the room.

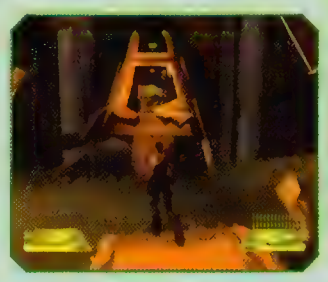
Pilot the tank through the compound while blasting the enemies and glide into Volcano Valley. Pass through the valley shooting anything that moves. Be wary of Seeker Tanks lurking here and there. They're the most serious threat to Gideon at the moment. Spot them from a distance by looking for black spider-like shapes against the walls.

Tank Strafe

Remember to glide back and forth in the Seeker Tank when facing an enemy. The tank can dodge enemy fire with ease while still targeting its foe.

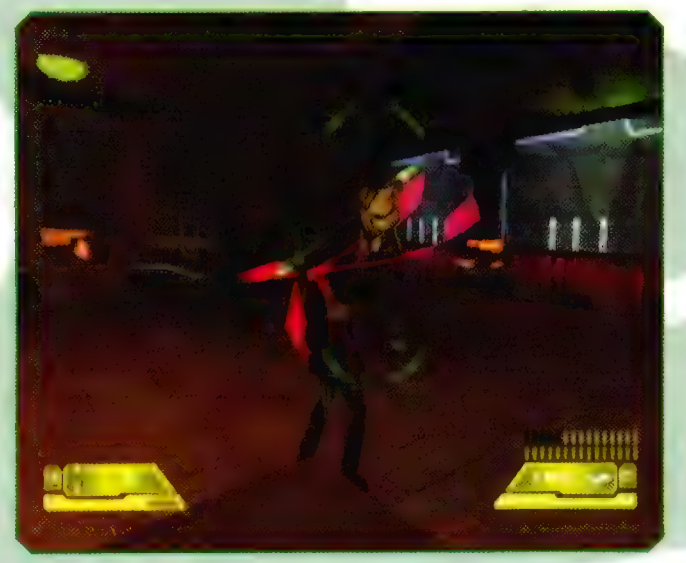
The Seekers launch and ambush at the end of the valley. Destroy the two Seeker Shock Troops guarding the door and then turn to the left and wipe out the troops near the rockslide. A Seeker Tank lurks behind the doors. Back up and sway back and forth while firing until the tank is obliterated. Hop out of the tank to enter the doors at the back.

REACH THE SEEKER CELL BLOCK 06



Pass through the doors and eliminate the Seekers before leaving the room. The hall leads to a glass hallway over a shallow river. A ship destroys the hallway dropping Gideon into the water. Climb up the broken floor to the door on the opposite side.

Continue into the next room and use the elevator to go deep underground. There are three seekers in the room at the bottom. Have Surge charged and ready to release. The Seeker Elite is resistant to gunfire, but not to Gideon's powers. Dodge its lunges and counterattack with Surge.



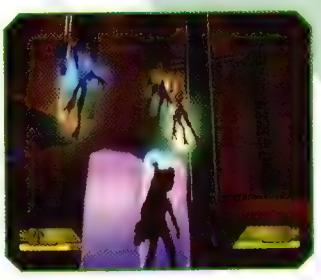
Weapon Choices

The Kaull is a good option in this area, since it's commonly used by the enemy and you won't run out of ammo too easily. There are also Fury launchers in the first room. Consider packing one of these for any Shock Troops that might be encountered later.

Cross the next room while fighting to find an elevator set in the left wall. Ride it up to the second floor. Cross the room again to find another elevator that takes Gideon to the third floor. Charge through the halls at the top to reach a huge cavern with a lava river running through it.

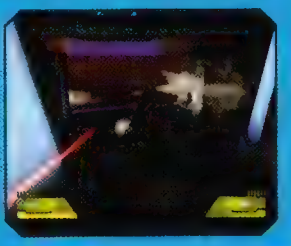
Eliminate the Seeker at the entrance and dash over to the lava near the control panel. A Seeker on the opposite side extends the bridge. Use Lift to chuck the enemy into the lava and dart across the bridge before it can retract.

Enemies begin to fill the area from both sides. Use Negate to create a protective barrier and toss the Seekers into the lava or gun them down. Two Seeker Heavy Shock Troops join the battle. Unload on them with the Fury found earlier.

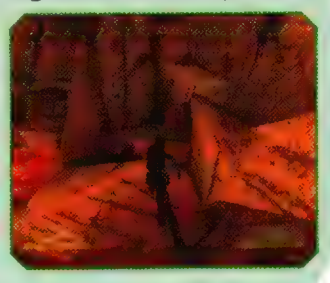


Shelter

The spaceship is a great place to hide out. Put a couple of Negate shields at the ship's entrance and Gideon is extremely well protected from the Shock Troops outside. He can then use Lift to bring the other Seekers to the ship and fight them in relative safety.



Look for a second bridge that's been destroyed. To the left are several huge boulders sitting in the lava. Hop across the rocks to safely cross the lava. Follow the path to the right to the broken bridge and use a combination of Lift and Timeshift to get through the door quickly.



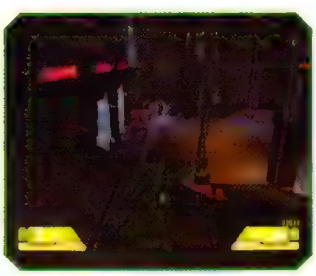
RESCUE MARIN 07

The detention block is extremely well guarded. Use Negate to get through the doors and find a spot in one of the indentions created by the wall supports. Build a protective barrier and use Surge to level enemies as they draw near.

Leave the protective barrier and finish off any stragglers while venturing to the back of the room. Leave the area through the door on the right (which only unlocks once all of the Seekers are gone). The hall leads to another glass hallway that's suspended over a river of lava. Stay in the center of the hall to avoid dropping into the lava when the glass walls are demolished.

Safe Crossing

Getting through the glass bridge can be a challenge. Try placing two Negate shields at one of the wide points and fighting from behind them. The shields keep the Seekers from leaping over Gideon and attacking from both sides. They also make it easy to use Lift or Surge to defeat the enemies.



The cells are heavily guarded, but Gideon has a bit of help. Stay on the ledge and fire into the room below. Shoot the cell doors to release the prisoners and they assist with the breakout.

Skinwalker, a bounty hunter, comes crashing through a wall once all of the guards are eliminated. It then forces its way out of the detention area. Follow it through the hole in the wall and prepare to fight.

Run around the arena to avoid Skinwalker's attacks. Eventually Skinwalker slams its giant fists into the ground causing an avalanche of huge boulders. It picks up the largest boulder and prepares to hurl the mammoth rock at Gideon.

Target the giant boulder and use Lift to levitate it as soon as it's thrown. Force the boulder back into Skinwalker to stun the beast momentarily.

Grab the boulders on the floor and chuck them into Skinwalker while it's crouched over and vulnerable. Also unload on it with whatever weapons are available. Repeat these actions until Skinwalker is defeated.

ESCAPE FROM THE ISLAND 08

Cross the destroyed bridge by jumping across the broken panels. The Skinwalker ship blows up before Gideon and Marin can escape and Seeker Shock Troops begin to close on the duo.

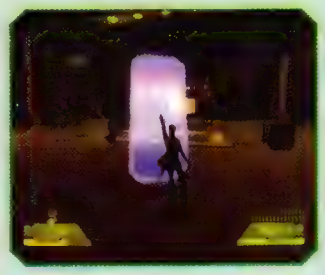
Dash past the enemies using Timeshift and board the Seeker Tank docked by the lava. Level the troops with the ship's guns.

Take the tank over the lava and through the cavern behind it. The cavern is packed with turrets, Seeker Heavy Shock Troops, and Seeker Tanks. Keep away from the threats and strafe back and forth while firing.

Pay Attention

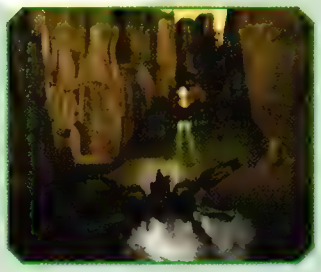
Always keep track of where enemy fire is coming from during the escape. Enemies can often shoot at the tank well before they're visible. Manually target such areas and the tank should lock onto the target after a few shots are fired.

Dock at the far end after the area has been cleared and pass through the door ahead. A pair of Seeker Heavy Shock Troops waits in the next room. Pick off the Seekers running around them and use Timeshift to dart across the room to the Stalkers hanging on the wall.



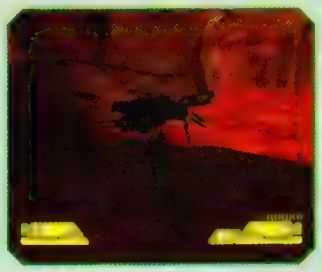
Use Negate to create a barrier. Zoom in on the Shock Troops and shoot them in the "head." The Stalker is just as effective against these heavy troops as normal soldiers.

Pass through the door to return to the outside. There are enemy snipers everywhere, so keep moving while fighting. Use the elevator to the left to go up a floor. Fight across the platform to a second elevator and ride it down to the water below. Eliminate the snipers near the Seeker Tank and hop into the vehicle.



Pilot the tank through the short valley. Remember to strafe when fighting the enemy Seeker Tanks. Drive the tank up the slope at the end through the Shock Troops and into the lava cavern beyond it.

There's another empty Seeker Tank sitting at the base of the ramp before the lava. Switch tanks before moving on just to be safe. Be careful though. The tank may have drifted away from the dock a bit. Don't try the switch if it's too far away from land, or Gideon may end up in the lava.



The second cavern is much like the first. There are turrets and Seeker Tanks galore roaming the fiery river. Target them from a distance and strafe back and forth while firing.

The river ends at a Seeker compound. Blast through the Shock Troops, but don't stop moving. Turn right and barrel out of the building.

Epilogue

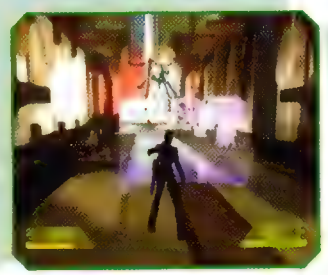
Objectives

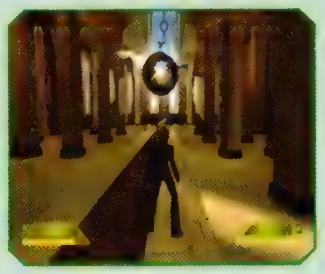
01 Defeat the Koroem

Koroem Battle 01

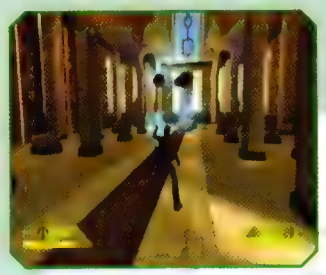
Gideon must use his powers to the fullest to survive this battle. Start with Negate and create a barrier between the two statues at the back of the room. This should protect him from the Seekers that enter the room throughout the fight and help to stop the explosive boulders chucked by the Koroem.

Stay behind the barrier and eliminate the Seekers while dodging the Koroem's attacks. Just step back to avoid the boulders and stand directly behind the shields to thwart the energy attack.





Once the Seekers are gone, it's safe to challenge the Koroem. Wait for it to prepare an energy attack. Stand in front of the shields and use Surge when the energy ball is hurled at Gideon.



Surge repels the energy and sends it back into the Koroem who then repeats its energy attack two more times after being hit. Repeat the knock back on the two remaining attacks to temporarily stun the enemy. Quickly use lift to grab pieces of rubble and hurl them into the enemy before it can recover.

The Koroem's Surge Attack

Most of the Koroem's attacks can be blocked with Negate, but the Surge (an energy attack that knocks Gideon across the room to the left or right) isn't affected by Negate shields. Stay at the back of the room throughout the fight. When Gideon is hit with the Surge just duck down and stay near the outside wall. The Surges that follow should miss him completely and give him time to heal. Timeshift's Time Damp can be used to avoid the first attack. Activate the power as soon as the energy begins to build along one of the walls and quickly duck and crawl over to the side of the room before the Surge is released.

More Seekers enter the room after each hit on the Koroem. Back off and fight from behind the shields. Repeat the series of attacks on the Koroem two more times dealing with the lesser enemies between each attack.

The boss hovers in the air preparing for one last act of desperation after the third successful attack. Quickly retarget the enemy and use Lift a final time.

Short Time

After facing this final battle, the path to Gideon's future is in your hands. It's up to you to discover what happens next...

Blaine Christine Producer/QA Director

What major titles have you worked on?

X-Men Legends, *Spider-Man Movie*, *Activision Anthology*

What role did you play in the *Advent Rising* project?

I was brought on in the last three months to form a QA department and become a Producer on the next title to come out of GlyphX.

Give us an idea about your day-to-day tasks.

As QA Director, I oversee the testers and coordinate with the entire team to ensure that we get bugs fixed in a timely manner. As a Producer, I am a liaison between the development team and the Publisher. It's my job to keep things on schedule and ensure that we create the highest quality game in the time allowed.

What was your favorite aspect about the project?

Advent Rising is a great game to work on because it's incredibly fun to play! Coming onto the team late in the process, it was cool to be able to play the game with a fresh perspective and offer insights on how the game could be polished and balanced beyond what the team had already accomplished up to that point.

After completing the game, what do you expect people to say?

GlyphX? Who are these guys?!? What are they working on next? This is SAH-WEEET!!!! I hope they make another game soon!

Same question with "want" instead of "expect."

GlyphX? Who are these guys?!? What are they working on next? This is SAH-WEEET!!!! I NEED THEM to make another game soon!

What was the trickiest task assigned to you and how did you solve it?

Assembling a team of high quality game testers from untrained gamers. I was very fortunate to hire some gifted, smart individuals from the pool of resumes I was handed when I started at GlyphX. Thanks, guys!

What are you most proud of concerning the game?

I am incredibly proud of the entire team for creating such an amazingly polished and high-quality product for their first game. The art is absolutely stunning, which is what drew me to the company in the first place.

What keeps you in the game industry?

Ever heard the old Steve Martin album *Let's Get Small!?* There's a joke in there where he sings "...and the best part about it is - I get PAID for doing THIS!!!!!" I feel like that every day. I love games and I love making them.

Who's your favorite character in the game?

Tough call. Gideon is the bad-ass of the game, but Marin is soooo hot...

What's your favorite weapon, vehicle or power?

I love combining the Negate power (which creates a force shield in front of Gideon) with Surge (a surge of mental energy that pushes enemies backwards and damages them) to keep enemies from shooting me while I fling them away if they get too close.

If you could have one of Gideon's powers for a day, which one would you take?

Shatter. If I could fling balls of energy from my hands that shatter on impact and damage my enemies, I would get all the chicks. Seriously.

Are you an Orson Scott Card fan? If so, what was your initial response when you found out that you'd be working on a project written by him?

Well, I can't say I was a fan prior to finding out about *Advent Rising*, but during my interview process with GlyphX I read his best known work, *Ender's Game* and was astonished that I hadn't read anything by him before. I think that's the great thing about this game - even if you don't know Card, you will run out and buy his books after you play it.

WHAT'S YOUR:

Favorite movie?

The Big Lebowski or *Tombstone*

Favorite food to snack on while gaming?

Ben & Jerry's Phish Food ice cream

Current gaming obsession?

Rome: Total War

Favorite all-time game (not including *Advent Rising*)?

Mechwarrior 4

Favorite mag?

Wired

Favorite book?

Stephen King's *Dark Tower* series - Book 4 *Wizard and Glass*

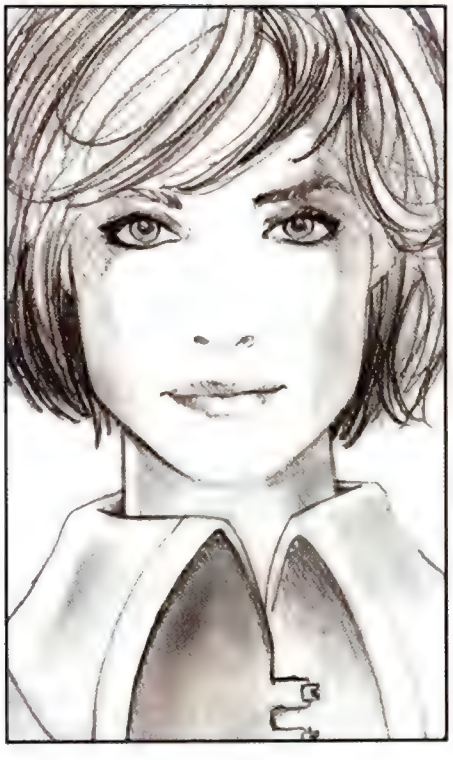
Favorite part about E3?

The first one you go to. As a true gamer, you never forget the first time you walk through those doors and see all that STUFF you WANT!!!

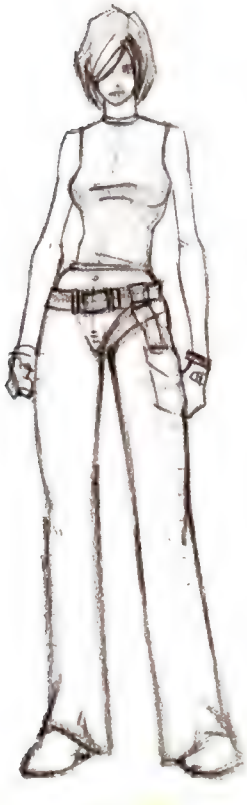
What're some of your hobbies?

Mountain Biking, Skiing, Camping, Acting

OLIVA MORGAN



MARIN STEEL



Cameron Dayton — Level Designer & Script Writer

What major titles have you worked on?

James Bond 007: Nightfire (Downloadable levels)

What role did you play in the *Advent Rising* project?

Co-creator, Writer, and Lead Level Designer

Give us an idea about your day-to-day tasks.

I create concepts for new levels - draw up thumbnails for the overall look, direction, and narrative to be presented in each level. I then organize my team of talented designers and set a plan for what will be accomplished, and how much of our awesome story can be told by the end of the day. When that's finished, I write any extra lines for dialogue or help text which we suspect will be needed.

What was your favorite aspect about the project?

As the game moved through the development process, the story often had to make some major changes. It was my job to adapt our story (and Orson Scott Card's screenplay) to the game, and this involved a lot of writing. It was awesome being able to get my fingers into the meat and bones of the Advent story.

After completing the game, what do you expect people to say?

"NO...WAY!!"

Same question with "want" instead of "expect."

"I gotta go buy twenty-three more copies of this game and decorate my room with 'em!"

What was the trickiest task assigned to you and how did you solve it?

As certain features had to be cut, due to programming and time restrictions, I had to make sure that the story and fun remained intact despite the :sob: tragic loss of something cool. I would try to keep the focus on the already proven elements of super-cool sweetness, and hopefully enhance them.

What are you most proud of concerning the game?

That we were able to tell a powerful story through this exciting medium, despite the numerous hurdles we, as a first-time studio, had in front of us.

What keeps you in the game industry?

It is the new frontier for entertainment. It allows me to tell a story WITH the audience rather than TO them.

Who's your favorite character in the game?

Enorym is the ultimate caricature of a noble warrior. He represents everything that I admire about important figures in history that often have to go to war for what they believe in, in spite of their love for peace. And it doesn't hurt that his voice-acting was done by Michael Bell, the guy who voiced Duke in G.I. Joe!

What's your favorite weapon, vehicle or power?

I love using the Lift power. When used right, it can make you UNSTOPPABLE!

If you could have one of Gideon's powers for a day, which one would you take?

Timeshift would be nice. Then I could sleep late and still get to work on time!

Are you an Orson Scott Card fan? If so, what was your initial response when you found out that you'd be working on a project written by him?

You're kidding right? If there's anyone in this industry who ISN'T a Card fan, I haven't met them. I was part of the group who originally pushed for him to come on board, and when he agreed...well, all dignity was lost and there was dancing in the streets of Utah.

WHAT'S YOUR:

Favorite movie?

I love the old Kirosawa films like *Seven Samurai* and *Hidden Fortress*, but having just seen Yimou's *Kung-Fu Hustle*, I'm reconsidering.

Favorite food to snack on while gaming?

Eggnog!

Current gaming obsession?

Oddworld's Stranger. The game is amazing!

Favorite all-time game (not including *Advent Rising*)?

Civilization 2. That game STILL holds up.

Favorite mag?

Play Magazine has won me over with its upbeat reviews and absolutely gorgeous layout.

Favorite book?

I like short story collections. Nick Hornby's *Speaking with the Angel* is at the top of my list right now.

Favorite part about E3?

Sorry, but I'm going to nerd it up here--playing all the awesome games!

What're some of your hobbies?

I love to snowboard, mountain bike (this IS Utah, after all), sketch, and write in my spare time. Oh yeah, and crack open the occasional video game.

ADVENT - Seeker Heavy Shock Trooper

ADVENT - Seeker Infantry

ADVENT - Seeker Elite
ADVENT - Seeker Scanner

Christopher Salmon — Creative Director

What major titles have you worked on?

Redline, Motor Mayhem, Hot Wheels – Velocity X, Cap'n Crunch's Crunchling Adventure

What role did you play in the *Advent Rising* project?

Directed the pre-rendered cinematics, co-directed the in-game cinematics, logo & identity creation, and created all the trailers and promotional videos for *Advent Rising*, including the cinematic trailer that will play in front of *Episode III* this month (in most theaters).

Give us an idea about your day-to-day tasks.

I work directly with Todd and the other company executives overseeing the creative endeavors of the company, from new I.P. conceptualization to marketing campaigns (I don't sleep). On Advent, I would work daily with the CG team, storyboarding, approving layouts, compositing and editing the finished footage, even laying in sound fx and music, and creating animated title graphic elements. I directed voice actors and motion capture sessions, generated concepts with marketing executives and worked with the internal teams to generate the elements needed for each production.

What was your favorite aspect about the project?

The amazing visual possibilities and overall level of creativity (it really brought my game up).

After completing the game, what do you expect people to say?

That *Advent Rising* is one of the most ambitious and successful original concepts out there...and that people can't wait for the sequel!!!

Same question with "want" instead of "expect."

Same as above.

What was the trickiest task assigned to you and how did you solve it?

Getting that much done in so little time.

What are you most proud of concerning the game?

The pre-rendered cinematics.

What keeps you in the game industry?

The direction that games are taking: becoming interactive movies.

Who's your favorite character in the game?

Gideon.

What's your favorite weapon, vehicle or power?

Time Shift.

If you could have one of Gideon's powers for a day, which one would you take?

Time Shift (of course)!!!

Are you an Orson Scott Card fan? If so, what was your initial response when you found out that you'd be working on a project written by him?

In awe...he's an amazing talent (my Mom freaked-out even more than I did)!!!

WHAT'S YOUR:

Favorite movie?

The *Lord of the Rings* trilogy (*Return of the King* if I have to pick just one).

Favorite food to snack on while gaming?

Assorted nuts (no peanuts)!!!

Current gaming obsession?

Horror Survival

Favorite mag?

Cinefex

Favorite book?

Right now? *Jonathan Strange & Mr. Norell*
Past fave: *The Vampire Lestat*

Favorite part about E3?

The energy!!!

What're some of your hobbies?

Sculpting, writing, music, but mostly playing with my kids (all 6 of them)!!!

Donald Mustard Lead Designer

What major titles have you worked on?

Soul Reaver 2, Downhill Domination, Portal Runner, BloodRayne

What role did you play in the *Advent Rising* project?

I'm the creator and director of the trilogy.

Give us an idea about your day-to-day tasks.

Imagine every single thing that you can think of that would have to go into the production of a video game. I mean everything. I promise that there is even more than you are imagining. It is my job to direct and lead all of that.

What was your favorite aspect about the project?

Having the opportunity to actually make the kind of game that I have always wanted to play.

After completing the game, what do you expect people to say?

That was a freaking awesome ending!

Same question with "want" instead of "expect."

I would love for people to say "Wow! That was sweet. I can't wait to play the next game!

What was the trickiest task assigned to you and how did you solve it?

I had to deal with a million tricky tasks and they were all solved by pushing and pushing and working until they were fixed, resolved, or dealt with.

What are you most proud of concerning the game?

The experience of playing the game. I think that the gameplay, the flick-targeting and controls, the story, the music, and a lot of other little details add up to a very unique and awesome entertainment experience where you as the player feel like you have become a superhero.

What keeps you in the game industry?

I love games. I love storytelling. I believe that videogames are the pinnacle of entertainment. They combine the best that film, books, comics, art, and music have to offer and put it into an interactive medium.

Who's your favorite character in the game?

I love them all. But I've got to say that I think the bounty hunter Barrakka Bahma is my current favorite...

What's your favorite weapon, vehicle or power?

Favorite weapon – dual pistols while dodging. There is nothing quite like double headshots while doing a cartwheel in slow motion.

Favorite power – the Alternate fire of Timeshift combined with melee. I love being in super slow motion, punching a Seeker so that it flies through the air, and then running behind it and punching it again before it hits the ground, sending it reeling the other way!

If you could have one of Gideon's powers for a day, which one would you take?

The sweet dodge moves. I wish I could do slow motion double back flips...

Are you an Orson Scott Card fan? If so, what was your initial response when you found out that you'd be working on a project written by him?

I'm a huge Card fan. I love his work and his ability to create strong compelling characters in a science fiction or fantasy setting. When he agreed to work with us I kept a poker face and said something like "cool, I am really looking forward to working with you," but inside I was like "holy crap, this is the single greatest moment of my life, I think I am going to explode!"

WHAT'S YOUR:

Favorite movie?

The Empire Strikes Back and *Raiders of the Lost Ark*

Current gaming obsession?

God of War, *Stranger's Wrath*

Favorite all-time game (not including *Advent Rising*)?

Super Metroid, *Zelda: The Wind Waker*, *Half Life 1* and *2*, *Counter-Strike*

Favorite mag?

National Geographic

Favorite book?

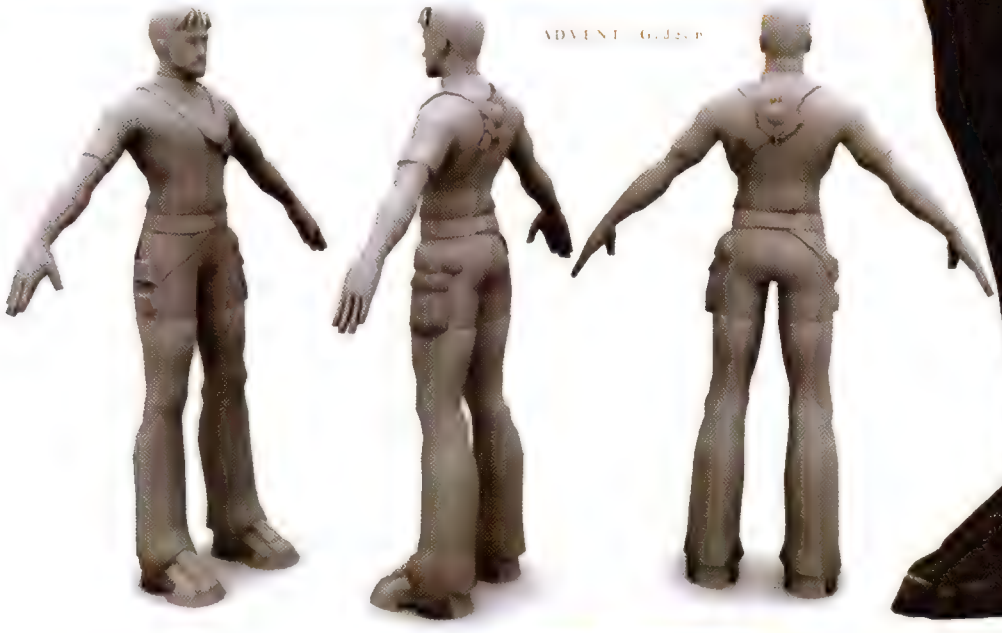
A Princess of Mars, *Tarzan of the Apes*, *Seventh Son*

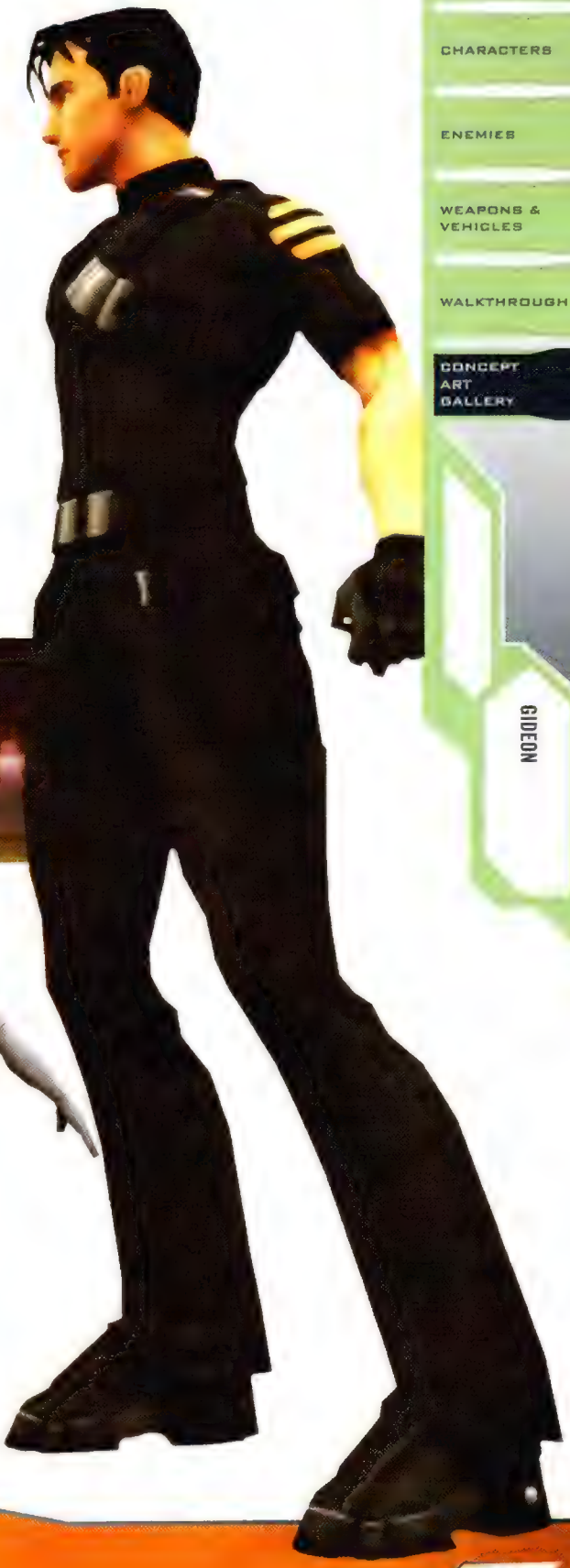
Favorite part about E3?

The day before it starts, because that's the only time I have time to walk around and see all of the cool stuff, plus only exhibitors are there setting up so I can get into everything...

What're some of your hobbies?

My hobbies all died the day I began working on Advent. But I hope in the future to reacquaint myself with mountain biking, reading, movies, waterskiing, being out in the sun...





Gavan Knowlton — Lead Animator

What major titles have you worked on?

Van Helsing, Rainbow Six: Rogue Spear, Star Craft: Broodwar, Barbarian, Top Gear Rally 2, Abe's Adventure 1 & 2

What role did you play in the *Advent Rising* project?

Lead Animator

Give us an idea about your day-to-day tasks.

The ritual is the same every morning. I lay there and watch my wife stare at the closet. It takes her about six shirts, four skirts, and eight pairs of shoes to finally nail the chosen outfit of the day. It's all next to a miracle when she finally finds it. I, on the other hand, roll out of bed and choose my fashion by what doesn't stink.

As I pull in to work I wave my bum up against the magnetic door lock (the magnetic key is in my wallet) and declare, "my bum is my passport" and, voila, the door clicks open. I then sneak through the halls past management, hugging the walls, and jump into my team area. Computers line the walls, and my computer sits in the corner with the "Windows shutting down" screen still on. I hit the reset button and begin the morning grub: the burrito left from yesterday's lunch in my top drawer. Usually I have a list of issues from the previous day that I task out to other animators. Then we crunch on finishing cut scenes. Animating is pretty straightforward. Just start with the vision from the designer and put your heart and soul into it, till the team starts to say, "wow that's cool".

What was your favorite aspect about the project?

I love the sense of freedom that you feel in the game. The world is big and the story is bigger.

After completing the game, what do you expect people to say?

Wow, this is going to be a fun ride.

Same question with "want" instead of "expect."

Wow, this is going to be a fun ride.

What was the trickiest task assigned to you and how did you solve it?

The trickiest task for me was on the first day of the project. They sat me down told me about the game, and where they wanted me to go. At that point I didn't know how it would be possible to do a game like Advent. But as the days (months) went on I began to see something that I have never seen in game development, an entire team connect, and work together for something that we all believed in.

What are you most proud of concerning the game?

I would say that when you hear the lead designer say that the main character will leap, do a back flip, pull out a gun in the left hand shoot an enemy while at the same time force push another enemy with the right hand. Ughhh.... You can actually do that.

What keeps you in the game industry?

There is no other job that you can create an entire universe from the ground up and be apart of it all. That's amazing.

Who's your favorite character in the game?

I like Gideon, I like the way he moves.... Call me biased.

What's your favorite weapon, vehicle or power?

My favorite power would definitely be the levitate power. I love to pick up an entire room of Seekers and random stuff in the room and throwing it all.

If you could have one of Gideon's powers for a day, which one would you take?

TimeShift...then I could get to work on time.

Are you an Orson Scott Card fan? If so, what was your initial response when you found out that you'd be working on a project written by him?

I am a huge Card fan; he is the only author that makes me think outside of the box.

WHAT'S YOUR:

Favorite movie?

Lord of the Rings

Favorite food to snack on while gaming?

Sour patch candy

Current gaming obsession?

God of War

Favorite all-time game (not including *Advent Rising*)?

Beyond Good and Evil

Favorite mag?

Gamepro

Favorite book?

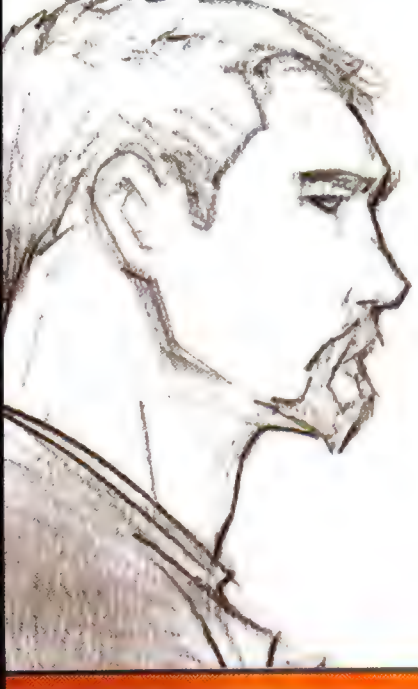
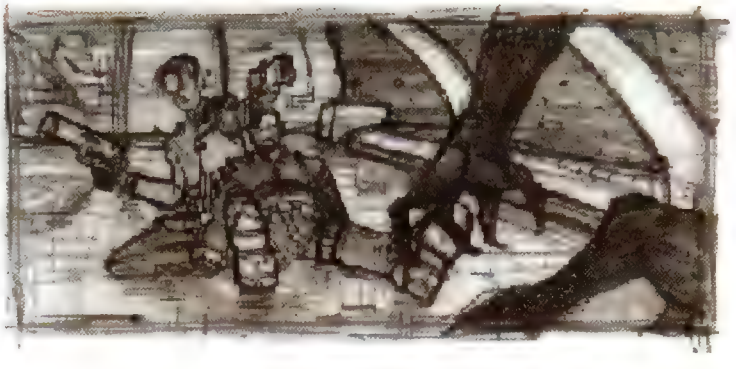
Ender's Game

Favorite part about E3?

The friends; it's like a school reunion.

What're some of your hobbies?

Games, animating

Nathan Trewartha

Lead Texture Artist and Lead Lighting Artist

What major titles have you worked on?

Advent Rising is the first major title I have worked on.

What role did you play in the *Advent Rising* project?

I helped with concept art. I was the Lead Texture Artist and Lead Lighting Artist.

Give us an idea about your day-to-day tasks.

I am responsible for making sure every asset in the game has a texture that looks good. And, with few exceptions, I made final lighting passes for every level and in-game cinematic for the *Advent Rising*. I manage a team of two other artists in solving all the texture needs for the game.

What was your favorite aspect about the project?

I loved the way the two bounty hunters turned out in their design aspects as well as their role in the Advent story and how they added to the game play experience.

After completing the game, what do you expect people to say?

Advent Rising's was an awesome orchestration of ways to kill lots of enemies at the same time and it was surprisingly intuitive.

Same question with "want" instead of "expect."

That the story was strong, engaging, and well integrated with game play.

What was the trickiest task assigned to you and how did you solve it?

The trickiest task was how to texture such enormously massive levels. We used a balance of the right amount of tiling with the right kinds of detail maps. We also used vertex color blending and terrain texture blending.

What are you most proud of concerning the game?

I am proud of the graphic novel feel of the textures.

What keeps you in the game industry?

The desire to create cool stuff along with cool friends.

Who's your favorite character in the game?

The second Bounty hunter gamers will meet.

What's your favorite weapon, vehicle or power?

The ability to freeze enemies and then shatter them with a punch or your next shot.

If you could have one of Gideon's powers for a day, which one would you take?

The alt speed power. To have the ability to make everything else appear as if it as slowed down yet I am still moving at the same speed. That would come in handy during rush hour.

Are you an Orson Scott Card fan? If so, what was your initial response when you found out that you'd be working on a project written by him?

Yes. I was ecstatic and even more so when I got to meet him and spend an evening with him, good Mexican food and conversation.

WHAT'S YOUR:

Favorite movie?

I would say *Lord of the Rings: Return of the King*, but that too common so I'll say *The Pianist* because it's an amazing survival story.

Favorite food to snack on while gaming?

M&M's

Current gaming obsession?

Rome Total War, *America's Army* close second

Favorite all-time game (not including *Advent Rising*)?

Halflife 2

Favorite mag?

Comtemporary Artist

Favorite book?

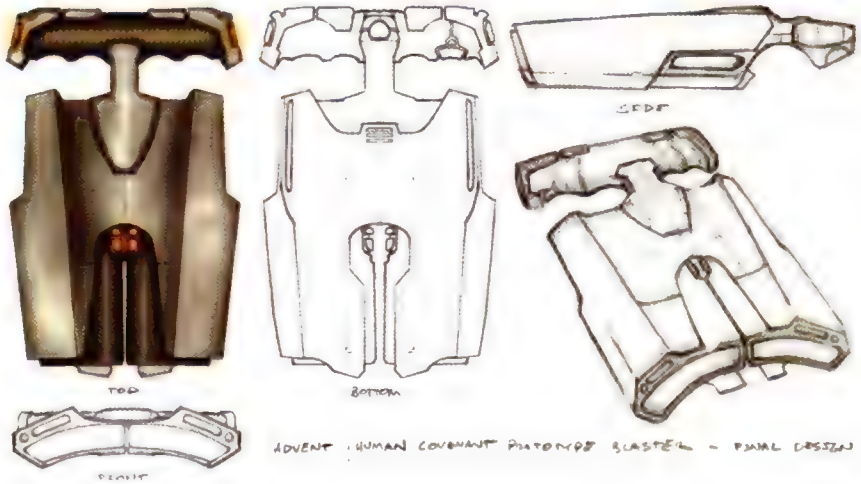
Man's Search for Meaning by Victor E. Frankl

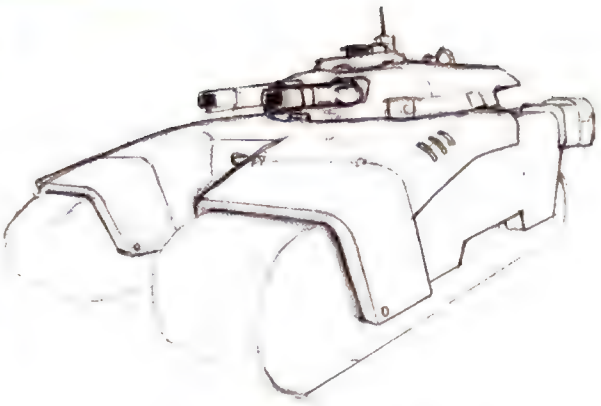
Favorite part about E3?

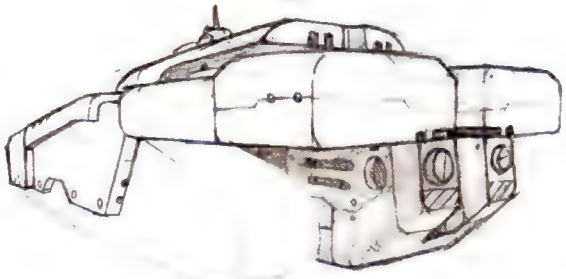
When it finally begins because it means my madness has ended.

What're some of your hobbies?

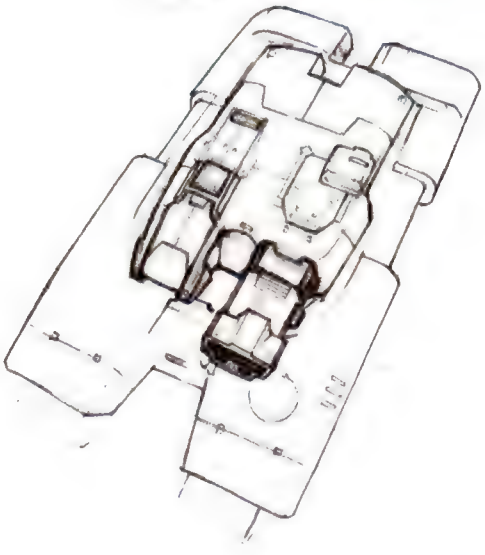
Snow skiing, basketball, golfing, tennis I guess you could say I like all kinds of sports.







ADVENT - Aurelian Jet Pack



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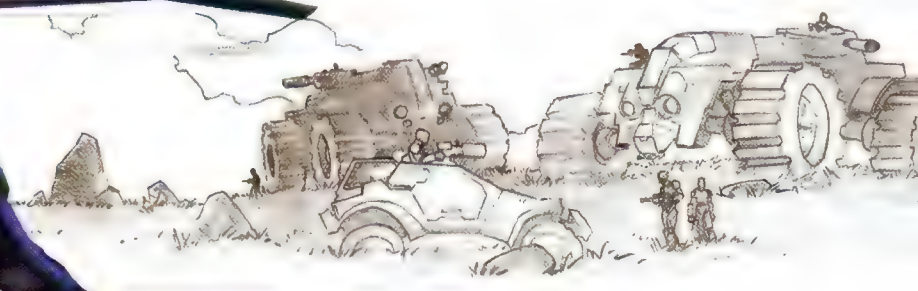
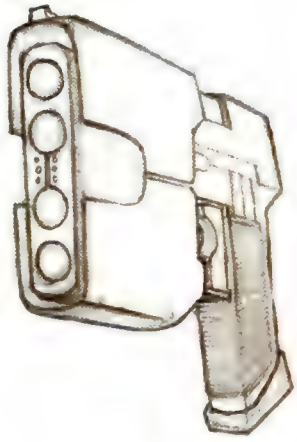
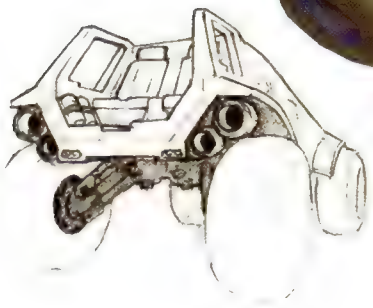
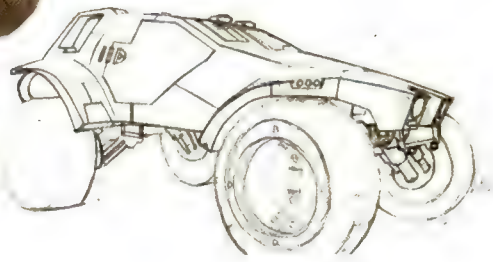
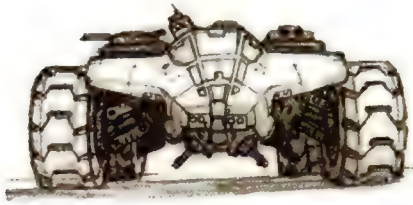
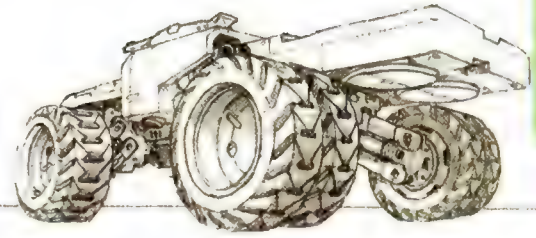


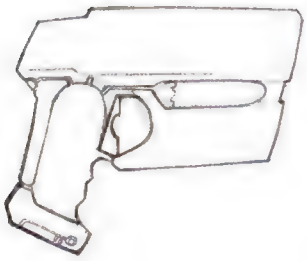


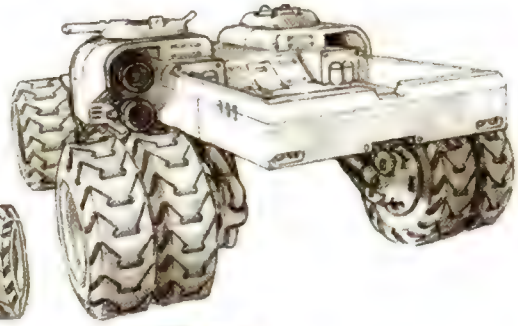


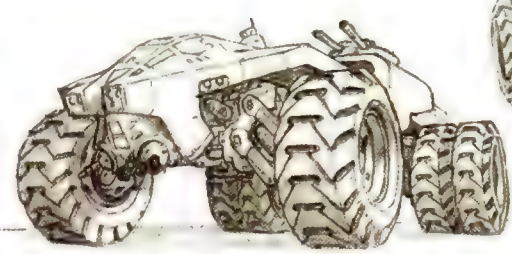


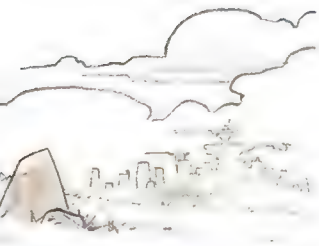












Peter Dalton — Lead Programmer

What major titles have you worked on?

Advent Rising for the Xbox and PC
HotWheels Velocity X for the PS2 GameCube and PC

What role did you play in the *Advent Rising* project?

Lead Programmer

Give us an idea about your day-to-day tasks.

A typical day would consist of lead meetings, following with management responsibility of following up with team members to assign and manage tasks. A lot of time was also spent during the day making sure that the rest of the company had the technology that it needed (the game editor was running, level designers had support on bugs, etc.). After that, magic time was found to actually complete the tasks that were assigned to me.

What was your favorite aspect about the project?

The number of cool ideas that everyone on the team had. The Advent team is comprised of a very creative group of people who all have very strong love for games. The best part of the Advent project was being a part of this group and watching ideas come to life.

After completing the game, what do you expect people to say?

Advent Rising is a fun game with a lot of variety. The powers are cool and really help the game to shine.

Same question with "want" instead of "expect."

HOLY COW that was AMAZING! *As they start the game for the second time.*

What was the trickiest task assigned to you and how did you solve it?

I'd have to say that the hardest part of the game was managing the number of features that were going into the game. The game started out with more features than we could possibly implement and polish before our ship dates. Through prioritization and looking at what worked and what didn't I feel that we delivered a game that has quite a few feature that all work well together.

What are you most proud of concerning the game?

The number of feature and options that are available to the player. There are numerous weapons and powers all with alternate modes available to the player. It's always interesting to see how different players use different combinations of these weapons/powers to overcome game obstacles. Just when you think you have a handle on the game, try switching up which powers you use and you'll have a completely different experience.

What keeps you in the game industry?

Since it's not the hours, it must be my love of games. I love the technology and how it is constantly pushing you. The best thing about this industry is the constant pressure to better yourself and in return the games that you are working on.

Who's your favorite character in the game?

I really like the shock troops. I just think these big mechanical Seekers look really cool and they have the firepower to back it up.

What's your favorite weapon, vehicle or power?

The Seeker tank is the best vehicle. Its controls are intuitive and it has a nice feel to it.

If you could have one of Gideon's powers for a day, which one would you take?

I love Gideon's Time Shift power. Having the ability to perform a super dash to knock people around before they saw what was coming would be cool. Also, slowing down time, who couldn't have fun with that?

Are you an Orson Scott Card fan? If so, what was your initial response when you found out that you'd be working on a project written by him?

I've always been a Card fan. I'll never forget how he drew me into *Ender's Game* during High School. Working with Card was one of the aspects that drew me into this project and I'd have to say that my initial response was, this is going to be COOL!

WHAT'S YOUR:

Favorite movie?

Braveheart, I'm basically a sucker for any medieval movie.

Favorite food to snack on while gaming?

Pop tarts & sunflower seeds

Current gaming obsession?

World of Warcraft and *God of War*, two totally awesome games.

Favorite all-time game (not including *Advent Rising*)?

Hard question, I'd have to say *Mario Brothers* for the NES. This is the game that got me hooked and I can't remember a game that I have spent more hours playing. Second I'd have to say the Zelda series, these have always been timeless classics.

Favorite mag?

Game Developer, *Popular Science* and any sort of gaming mag.

Favorite book?

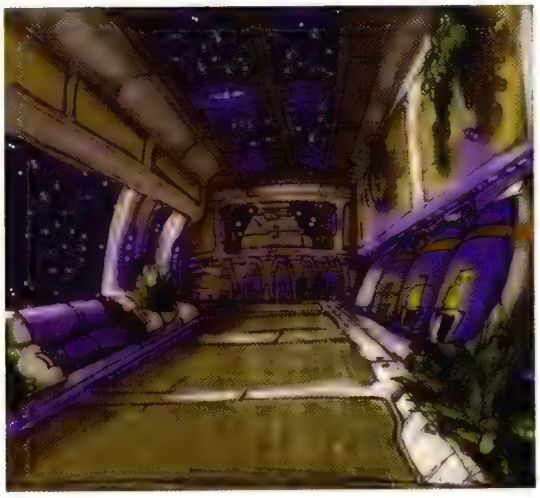
I'm a big Tolkien fan.

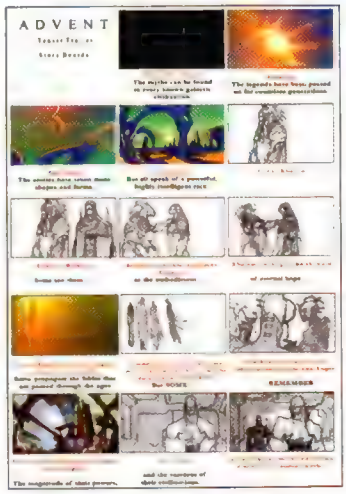
Favorite part about E3?

Finding inspiration from all the cool innovative games that are coming out, the booth babes aren't bad and of course sitting down after wondering around all day.

What're some of your hobbies?

I love to snowboard in the winters; the rest of my time is spend with my family and playing with my 2 kids (video games of course).

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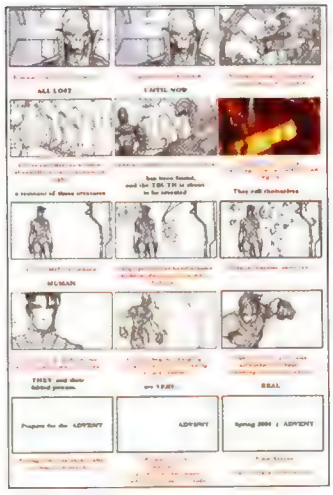

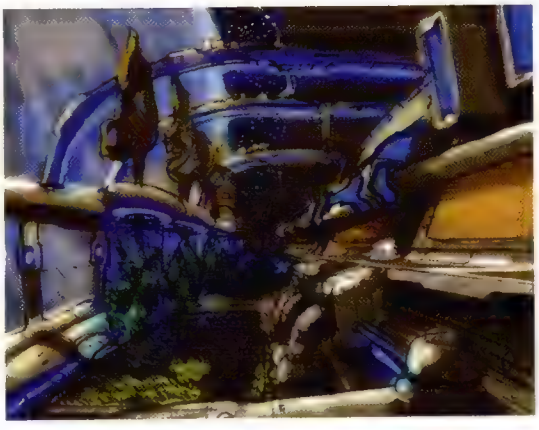

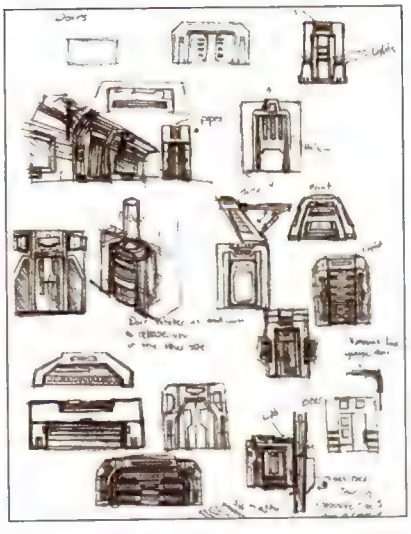

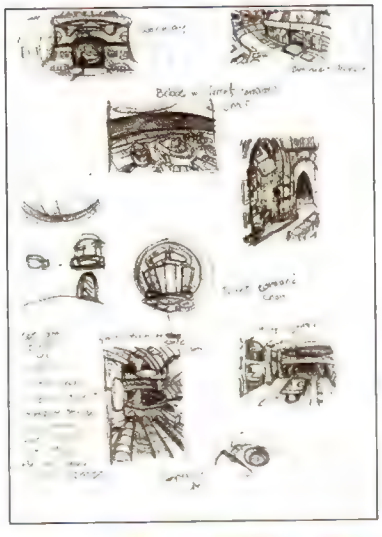

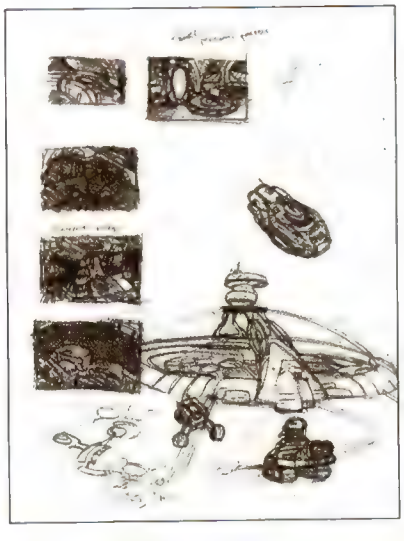

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Advent Rising Official Strategy Guide

Written by David Cassady

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ISBN: 0-7440-0420-9

Library of Congress Catalog No.: 2005925332

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 04-1 shows that the first printing of the book occurred in 2005.

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BradyGames Acknowledgments

It's great to work with a team that is so enthusiastic about their game! Everyone over at Majesco and GlyphX was fantastic, but we feel that it's necessary to mention a few names. Anyone who took the time to read through the awesome dev interviews should already recognize these names, but a special thanks goes out to Blaine Christine, Peter Dalton, Cameron Dayton, Gavan Knowlton, Donald Mustard, D. Christopher Salmon and Nathan Trewartha for taking the time out of their killer schedules to add that something extra that makes this guide as awesome as it is. Also, without the help of Kevin Brannan, there's just no way this guide would have come together. Thanks a ton!

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$14.99 USA/$19.99 CAN/£9.99 Net UK

ISBN 0-7440-0420-9

9 780744 004205 51499

7 52073 00420 0

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